

*Feats made for Takuma Nuva's Lost Chronicles RPG ruleset.  
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## **Two-handed Parry**

A character with this feat may use the Parry action while wielding a two-handed melee weapon.

### **Weak Point: Melee**

*Requires 50 Melee, 50 Awareness*

Whenever you use the Called Shot action and strike with your melee weapon, you may choose to aim for a weak point. If you do so, take an additional -10 penalty to Melee, and roll an Awareness test with a bonus equal to the opponent's size modifier to hit.

If the test succeeds and your attack connects, your attack ignores 1 points of damage reduction from the opponent's Toughness Factor plus 1 additional point per Degree of Success on your Melee roll.

*Rank 2: Requires 65 Melee. Ignore 2 points of damage reduction on hit and per Degree of Success.*

*Rank 3: Requires 80 Melee. Ignore 3 points of damage reduction on hit and per Degree of Success.*

### **Weak Point: Ranged**

*Requires 50 Ranged, 50 Awareness*

Whenever you use the Called Shot action and fire your ranged weapon, you may choose to aim for a weak point. If you do so, take an additional -10 penalty to Ranged, and roll an Awareness test with a bonus equal to the opponent's size modifier to hit.

If the test succeeds and your attack connects, your attack ignores 1 point of damage reduction from the opponent's Toughness Factor plus 1 additional point per Degree of Success on your Ranged roll.

*Rank 2: Requires 65 Ranged. Ignore 2 points of damage reduction on hit and per Degree of Success.*

*Rank 3: Requires 80 Ranged. Ignore 3 points of damage reduction on hit and per Degree of Success.*

## Power Specialist

When using a Common Power, Elemental Power, Vision Power, or Rahkshi Power, a character with this feat may apply one or more of the following effects. Effects are applied in the listed order and may be applied once each.

If an effect would cause the power's EP cost to exceed the character's available EP pool, that effect may not be applied.

- Long-range
  - Increase the power's range by half its base range.
  - Add 5 to the power's EP cost.

*Example: A power with a range of 100 Bio adds half (50 Bio) for a new range of 150 Bio.*

- Primed
  - The power's Trigger effect range is tripled.
  - Add 5 to the power's EP cost.

*Example: A power with a trigger range of 18-20 (3) now has a trigger range of 12-20 (9). A power with a trigger range of 20-20 (1) now has a trigger range of 18-20 (3).*

- Empowered
  - Roll an extra die for damage.
  - Add 10 to the power's EP cost.

*Example: A power listed as doing 2d10 damage now rolls 3d10 instead.*

- Maximized
  - Each damage die rolled is treated as if it rolled its highest possible value.
  - Double the total EP cost of the power.

*Example: A power that would normally roll 1d10 for damage now deals 10 damage without rolling.*

Extra effects must be chosen and applied before the power is cast and die rolls are performed.

## Charge Power

*Requires Power Specialist.*

By delaying the action for one turn, the character may charge a power in order to add one of the Power Specialist effects at no EP cost. This action costs the same amount of AP as the power it is used to charge.

The charged power is not actually used until the character's next turn, at which point the character may choose to either release the charged power, or dismiss it.

- **If the power is released**, treat it as a normal use of that power with any extra effects and EP costs applied.
- **If the power is dismissed**, it does not cost any EP, but the AP for using that power is still spent as the character focuses on suppressing their energy again.

## Rally

*Requires at least 40 Strength or Toughness, plus 40 Charisma.*

This feat may be taken up to 3 times.

EP cost	10
AP cost	1
Range	Self
Radius	10 bio

You call out to your allies and rally them to action. You and any allies within the radius who are able to perceive you gain a +10 bonus to any skill checks based on Strength, Toughness, or Dexterity. This effect lasts for 3 turns.

For skills that take more time than this to complete, the bonus is applied so long as the skill check is performed while Rally is active.

*Rank 2:* Skill checks are granted a +15 bonus.

*Rank 3:* Skill checks are granted a +20 bonus.

If multiple characters have Rally active at the same time, a targeted character will only benefit from the highest bonus available.

## Inspiring Aura

*Requires at least 40 Intelligence or Will, plus 40 Charisma.*

This feat may be taken up to 3 times.

EP cost	10
AP cost	1

Range	Self
Radius	10 bio

This character's mere presence is enough to help bring out the best in nearby allies. You and any allies within the radius who are able to perceive you gain a +10 bonus to any skill checks based on Intelligence, Charisma, or Will. This effect lasts for 3 turns.

For skills that take more time than this to complete, the bonus is applied so long as the skill check is performed while Inspiring Aura is active.

*Rank 2:* Skill checks are granted a +15 bonus.

*Rank 3:* Skill checks are granted a +20 bonus.

If multiple characters have Inspiring Aura active at the same time, a targeted character will only benefit from the highest bonus available.

## **Mental Link**

*Requires at least 60 Will*

You may form a mental link with an ally you know and trust. The ally must be physically present and consent to the mental link being formed. Once linked, a user of Mental Link may mentally project thoughts and images to said ally similar to the Telepathy psionic ability. The ally will be unable to reply unless they also possess the Mental Link feat.

If they wish to do so, the recipient may break the Mental Link permanently by focusing their thoughts and passing a (+30) Will skill check. In the case of a mental link breaking permanently while the link is in use, the sender receives a -10 penalty to their Will stat for 1 hour.

For every 20 Will points the user possesses past the feat requirement, another mental link may be established with a different ally. Only one ally may be communicated with at a time.

## **Sneak Attack**

*Requires: Agility 50*

When striking a target that is Surprised, Prone, Stunned, Helpless, or Unaware, your attack deals an extra 1d10 damage.

### **Improved Sneak Attack**

*Requires: Sneak Attack, Agility 70*

Whenever you Sneak Attack, the extra bonus damage is increased to 2d10.

### **Debilitating Sneak Attack**

*Requires: Sneak Attack*

Whenever you deal damage with a Sneak Attack, you may choose to inflict the Slow or Disoriented status effects instead of dealing bonus damage.

### **Backstabber**

*Requires Improved Sneak Attack, Weak Point: Melee or Weak Point: Ranged*

When Sneak Attacking a Weak Point, your weapon's damage dice are treated as if they rolled their maximum value.

*Example: A sneak attack with a 1d10 weapon would count as having rolled a 10.*

### **Knockout Blow**

Before you take an action that may damage the target, you may also declare it as a Knockout Blow. If your action reduces the target's HP to 0 or less, they fall unconscious for a number of hours equal to the amount of negative HP they have, plus 1.

### **Killing Strike**

*Requires at least 60 Strength or 45 Dexterity*

Before you take an action that may damage the target, you may also declare it as a Killing Strike. If your action reduces the target's HP to 0 or less, they must pass a Hard (-10) Toughness test or else be slain outright.

### **Deathless**

*Requires 70 Toughness*

When struck by a blow that would cause dismemberment, you may perform a Toughness test at a -10 penalty to prevent dismemberment.

When struck by a blow that would cause death, you may perform a Toughness test at a -30 penalty to prevent death. Succeeding by 1 Degree of Success or more on a test to prevent death also prevents dismemberment.

### **Hack and slash**

*Requires 50 Melee, 45 Agility*

As a 2 AP action, you may attack multiple times with your melee weapon. Roll a Melee test as you normally would for an Attack action. For every Degree of Success on your Melee roll, you land an extra hit.

Each extra hit from Hack and Slash adds only half your Strength Factor to its rolled damage, and each hit counts its damage to the target separately.

If you are dual-wielding melee weapons, you may either declare which weapon to use before the roll is made, or alternate between them.

No weapon may Trigger when used to Hack and Slash.

### **Retaliatory Strike**

*Requires Berserk, Agility 40*

If you take damage from an attack while berserking, you may use a Reaction to immediately strike back at the attacker with a Basic Attack. Your attack gains a damage bonus equal to the HP you lost from the attack.

*Rank 2:* Damage bonus equals twice the amount of HP lost.

*Rank 3:* If a Dexterity check is passed, Retaliatory Strike does not require a Reaction to use.

### **Reckless Slam**

*Requires Berserk*

While berserking, you may expend up to 5 HP to increase your melee attack's damage by twice the amount of HP spent. This effect must be declared before the attack is made.

### **Suicidal Charge**

*Requires Berserk*

While berserking, you gain an additional +20 bonus to Melee and a +10 bonus to Strength when you Charge, and cause a Disturbing (+0) Fear effect in your target if your attack connects.

In return, when you perform a Charge melee attacks have a +20 bonus to hit you, as if you had used the Run action instead.

### **Take a Breather**

*Requires Berserk, 50 Will*

While berserking, you may temporarily stop berserking as a 1 AP action. At the end of your turn you begin berserking again. At any point before this happens, you may choose to take a Challenging (+/- 0) Will skill test to stop berserking completely. If you stop berserking, you may not go berserk again during the same combat encounter.

### **Healing Surge**

*Requires Berserk, Take a Breather, plus Medical 1 or higher*

EP cost	3 per HP healed
AP cost	1
Range	Self

While berserking, you may use Healing Surge whenever you Take a Breather. You expend EP to rapidly recover HP. For every 3 EP spent you recover 1 HP, up to a maximum of 30 EP / 10 HP.

### **Vengeance**

*Requires Berserk, Last Stand*

For each teammate that is currently unconscious or died earlier in the same combat, the user gains +1 on all damage dealt to enemies during that encounter. Bonus cannot exceed +5.

### **Cleave**

*Requires 40 Melee, 40 Strength*

Whenever your melee attack reduces an enemy to 0 HP or less, you may immediately use the same weapon to make an extra basic melee attack towards another enemy adjacent to you. You can use this ability once per round.

**Great Cleave**

*Requires Cleave, 40 Awareness*

This feat works like Cleave, except there is no limit to how many times you can use it per round.

**Shooting Gallery**

*Requires 40 Ranged, 40 Agility*

Whenever your ranged attack reduces an enemy to 0 HP or less, you may immediately use the same weapon to make an extra basic ranged attack towards another enemy adjacent to your target. You can use this ability once per round.

Shooting Gallery only takes effect if the weapon still has ammunition left after the attack that downs the original target.

If the character can reload at least one shot as a 0 AP action (such as by possessing the Rapid Reload feat), they may perform said reload immediately and still use Shooting Gallery.

A character who also possesses Independent Targeting may use the extra attack on a target up to 10 bio away from their original target.

**Shooting Gallery Master**

*Requires Shooting Gallery, 40 Awareness*

This feat works like Shooting Gallery, except there is no limit to how many times you can use it per round.

**Stealthy Maneuver**

*Requires at least 45 Agility, plus Stealth 1 or higher*

As a 1 AP action, you may pass an Opposed Test (your Stealth vs the opponent's Awareness) to outmaneuver your foe in melee combat. This moves you to another square adjacent to them, and automatically disengages from melee combat. Your foe loses track of your current position.

*Example uses: Moving past an opponent blocking a path, disengaging in order to flee or strike with a ranged weapon, moving to strike a weak spot, setting up a Sneak Attack.*



## **Overrun**

*Requires at least 45 Strength*

During a movement action, as a 1 AP action, you may attempt an Opposed Test (Strength) to pass through an opponent's square.

- If the test succeeds, you may move through the square as if your opponent was not there. You must still end your movement action on a valid square.
- If the test fails, you may not pass through the square.
- If the test fails by 1 Degree of Failure or more, you are Engaged in Melee with the enemy and must end your movement action immediately.

## **Charge Through**

*Requires Overrun*

You may Charge through a square occupied by an enemy by succeeding on an Easy (+10) Strength test.

- If the test succeeds, your Charge continues past the opponent.
- If the test fails, your Charge strikes the opponent blocking your path provided you have covered enough distance for a Charge to be valid. If not, your Charge simply ends at the square adjacent to the opponent blocking your path.

You may Charge through multiple opponents, with a separate test being performed for each of them.

Your Charge must still end on a valid square.

## **Line 'Em Up**

*Requires Overrun, Charge Through, plus at least 45 Melee and 60 Strength*

Whenever you use the Charge Through feat, your successful Strength test carries on to every opponent in your way. This means that only one Strength test is required to pass through any number of opponents.

Additionally, your Charge strikes every opponent you Charge Through, with a separate Melee and damage roll being performed for each of them.

Your Charge must still end on a valid square.

## **Swift Negation**

*Requires 40 Awareness, 45 Agility*

Whenever an opponent uses an Elemental power you also have the ability to use yourself, you may use your Reaction to cancel this power by expending the same amount of EP as the power cost to use.

This effect may happen either immediately as the opponent finishes manifesting their power, or a moment before a projectile power strikes you.

The power that is to be negated must be within a range of 5 bio + 1 bio per character level in order to be eligible for Swift Negation.

### **Swift Reversal**

*Requires 50 Awareness, 50 Will, Swift Negation*

Whenever you use Swift Negation to cancel an Elemental power you can use yourself, you may instead choose to redirect it at will. The power retains the same range, damage values, and statistics as it had before its ownership changed.

Redirecting the power to affect yourself or its original source requires no test. Redirecting it to affect any other target or location requires a successful Will test.

If the new target of the redirected power also possesses Swift Negation or Swift Reversal, they may use their Reaction to act upon it in response.

### **Elemental Battery**

Increase your maximum EP as if you had gained another level. This feat may be taken up to three times.

### **Elemental Absorption**

*Requires 35 Toughness*

When struck by an attack that matches your Elemental Affinity, you recover 2 EP. If you also take damage from this attack, you recover an additional 2 EP.

### **Favored Power**

Choose any of your available Common, Elemental, Vision, or Kraata powers. From now on, once per hour, you may choose to subtract 10 points from the chosen power's total EP cost whenever you use it.

This feat can be taken multiple times, each time affecting a separate power.

### **Attuned Power**

Choose any of your available Common, Elemental, Vision, or Kraata powers. From now on, any time you use this power it has a +2 bonus to LVL.

This feat can be taken multiple times, each time affecting a separate power.

### **Favored Enemy**

Choose any type of being from the table below. You have a +10 bonus on any Investigative skill tests related to this type of being. When targeting a favored enemy, you gain +2 bonus damage on all attacks.

This feat can be taken multiple times, each time affecting a separate type of being.

Type (subtype)	Type (subtype)
Rahi (flying)	Matoran (Matoran/Turaga)
Rahi (land animal)	Matoran (Toa)
Rahi (humanoid)	Humanoid (Vortixx)
Rahi (aquatic)	Humanoid (Steltian)
Insect/arachnid	Humanoid (Titan/other large humanoid)
Stature (Enormous) or larger	Humanoid (winged)
Elemental type (pick one)	Makuta
Elemental being	Rahkshi/Kraata
Mutated beings	Robot
Kanohi wearer	Multi-armed being

Instead of a type of being, this feat may be taken in relation to a specific individual. In this case, you also have a +10 bonus on Parry and Dodge skill tests resulting from an attack made by the favored enemy.

If a favored enemy fits into more than one of your chosen types at once, for each additional type the bonuses increase by 5 for skill tests and 1 for attack damage.

*Example: A Bohrok is both a robot and an insectoid, and it has an elemental type. The Bahrag (queens of the Bohrok swarm) or a Bohrok Kaita may also reach Enormous stature or larger. If you have Favored Enemy (robot) and Favored Enemy (Element: Fire), you would gain extra bonuses when fighting a Tahnok, as it is both a Bohrok and it has the element of Fire.*

### **Mortal Draw**

*Requires 65 Melee*

As a 2 AP action, you may draw any of your sheathed melee weapons and immediately make a basic melee attack against an enemy within reach, provided your hands are free to do so. This attack has a +10 bonus to hit. If the attack connects, roll for damage as normal and double the value shown on the dice.

If your attack reduces the enemy to 0 HP or less, you may choose to immediately sheathe the weapon again at no additional AP cost.

*Example: You are using a weapon that deals 1d10 damage plus your Strength modifier of 5. You roll 4. Mortal Draw therefore deals  $(4 \times 2) + 5$  damage: 13 total.*

### **Instant Kill**

*Requires Mortal Draw, 75 Melee*

When using Mortal Draw, your attack always deals its maximum possible damage (doubled dice value included), but only if this would reduce the target to 0 HP or less. In order to use this effect, you must also immediately sheathe your weapon again after your attack has struck the target down.

*Example: If you are using a weapon that deals 1d10 damage plus your Strength modifier of 5, then Mortal Draw's maximum possible damage is  $(10 \times 2) + 5 = 25$ . Your attack may therefore deal 25 damage if this would down the target in one hit, otherwise it works as a regular Mortal Draw.*

**First Shot**

*Requires Lightning Reflexes, 60 Agility*

When the Agility test from Lightning Reflexes succeeds, the character may also make a single basic Ranged attack against the enemy who triggered the Surprised or Ambushed status, provided they have a Ranged weapon readied and loaded.

If the character can ready their ranged weapon as a 0 AP action (such as by possessing the Quick Draw feat), they may ready said ranged weapon immediately and still use First Shot.

If the character can reload at least one shot as a 0 AP action (such as by possessing the Rapid Reload feat), they may perform said reload immediately and still use First Shot.

**More Dakka**

*Requires Dual-Wielder Ranged*

As a 2 AP action, you may perform the Semi-Auto or Full Auto attack actions with two ranged weapons at once.

**Predictable Movement**

*Requires 50 Awareness, 40 Intelligence*

Whenever a target leaves your field of vision - such as by moving behind you or going behind cover - you may pass a Sensing test in order to stay fully aware of their position until the end of your next turn, and may therefore target their location as if they were still visible to you.

If the target was teleported out of sight, the Sensing test is taken at a -30 penalty so long as it is still within a range of 10 Bio plus your Awareness Factor. If the target teleports out of this range, it can not be tracked by use of this feat at all.

**Focused Fire**

*Requires 60 Ranged*

For every hit with a ranged weapon you land in succession on the same target, you ignore 1 point of damage reduction from Toughness or Armor, up to a maximum of 6 points. This bonus resets to 0 whenever you switch targets or miss a shot.

**Critical Buildup: Melee/Ranged**

*Requires 65 Melee/Ranged*

Whenever you land a hit with your melee/ranged weapon, the Trigger range for that weapon increases by 1.

This Trigger range bonus resets to 0 when

- the weapon Triggers
- you use another weapon
- you drop or sheathe the weapon in question
- the combat encounter ends

### **Bodyguard**

*Requires 40 Agility*

Whenever an attack strikes a teammate standing adjacent to you, you may use a Reaction to immediately swap places with that ally. You suffer the effects of the attack instead. The next action you take against the attacker treats them as being Surprised.

### **Living Shield**

*Requires 60 Agility*

Whenever an attack strikes you, you may use a Reaction to grab an enemy adjacent to you and swap places with that enemy. They suffer the effects of the attack instead.

This feat requires a successful Wrestling action vs the enemy you attempt to grab.

### **Truce**

*Requires 50 Charisma*

When combat starts, you may attempt a Deception, Intimidation, or Persuasion test against one enemy. If the test succeeds, that enemy can not attack you during its next turn unless it passes a Very Hard (-30) Will test.

For every 10 points of Charisma past the feat requirement, another enemy within 10 bio of the one originally chosen may be targeted by the skill test.

### **Broken Truce**

*Requires Let's Not Fight*

Any actions you take against an enemy affected by Truce treats that enemy as being Surprised.

## **Helm Splitter**

*Requires 65 Agility, Acrobatics 1 or higher*

As a 2 AP action, you may jump over your enemy's head and strike them at the same time. This attack always targets the enemy's head. You may land anywhere adjacent to or behind the targeted enemy, having moved a distance no greater than half your regular move rate.

Helm Splitter requires a successful Acrobatics test to use. Refer to the table below for the result of the test.

Successful test	Performs melee attack normally, lands successfully.
Failed test, 0 Degrees of Failure	Performs melee attack at -30 penalty, lands successfully.
1 Degree of Failure	Performs melee attack at -30 penalty, must pass Hard (-20) Agility test or fall Prone when landing.
2 Degrees of Failure	Melee attack misses entirely, must pass Hard (-20) Agility test or fall Prone when landing.
3 Degrees of Failure or more	Melee attack misses entirely, immediately falls Prone when landing.

When performing Helm Splitter, the user may attempt to knock off their enemy's mask, helmet, or equivalent headgear. If so, their weapon may not roll a Trigger. Instead, on a successful Helm Splitter attack, roll a special Trigger with a range of 18-20. This trigger range is increased by 1 for every Degree of Success on your Acrobatics test. If the Trigger roll succeeds, the enemy's headgear is knocked off.

## **Focus Break: Melee/Ranged**

*Requires 65 Melee/Ranged*

When targeting an enemy who currently has one or more of their Elemental, Vision, Kanohi, Kraata, or other powers active, you may perform a Focus Break attack instead of your basic Melee/Ranged attack.

This attack works like a basic attack, but may not roll a Trigger. Instead, if your attack deals damage to the target, they must pass an opposed Will test vs your Melee/Ranged attack roll for each active power, or else immediately have that power's effects canceled.

**Against All Odds**

*Requires 65 Agility, plus Dodge 1 or higher*

If you are alone and outnumbered while engaged in melee combat, you gain a +10 bonus to Dodge skill tests.

On any turn where you are engaged in melee combat alone versus more than 2 enemies, you may also take an additional Dodge-only Reaction.