

New Feats

Cheerful Hemoglobin

Prerequisites: 6th Level

Benefit: Your blood is quite happy where it is. You gain [Fast healing] 5, and are immune to [Bleeding].

Ruinous Charge

Prerequisites: 12th level, Strength as KOM

Benefit: You can charge straight through most mundane material, up to iron and low-grade steel, leaving a shattered mess behind you.

Did The Math [Iconic]

Prerequisites: 12th level

Benefit: Once per [Scene], as a free action with the consent of your playgroup, you may take your turn over again, as though it had not happened. This ability must be used by the end of your turn, and remains used even though its use was unhappened.

Optimistic Viscera

Benefit: Your interior portions are sure today is going to be a good day. You gain a +1 bonus to all saving throws, and a +2 bonus to Constitution.

Senseshift Adept

Benefit: You can manipulate your sensorium, sliding your perspective around the space near your body. This might allow you to peer around a corner with your fingertips, or examine the inside of a lock with one of your hairs. Other possibilities include listening with your feet or testing the taste of a metal with your palm.

Senseshift Magus

Prerequisites: 6th level, Senseshift Adept

Benefit: As a standard action, you may swap locations and appearances with an unwilling target within [Close] range if that target fails a Will save DC 10+ ½ your character level + your KOM. This is a [Teleportation] spell-like ability, but not an illusion, and may only be used successfully once per [Scene]. The alteration of appearance lasts until the end of the [Scene], and is perfectly exact and completely cosmetic. You cannot target creatures more than two size categories larger than you with this ability.

Telekinetic Adept

Prerequisites: 3rd Level

Benefit: With some concentration, you can manipulate objects weighing less than about two pounds total. You must expend a swift action to maintain concentration each turn, and can only move a given object 5 ft per [Round]. This feat has a range of [Medium].

Telekinetic Scion

Prerequisites: Telekinetic Adept

Benefit: With time and effort, you can shape matter to your will. It requires near complete concentration, but you can move up to 1000 pounds of material each round up to 30 feet per round. You cannot move unwilling targets even indirectly, as they disrupt your telekinesis. Each turn spent doing this, you must expend a standard action. Dropping or slamming objects into a target deals 4d4 damage and bonus damage equal to your KOM. Targets may reflex save for half damage and a five foot step. The Save DC is 10+ ½ your character level + your intelligence modifier. This feat has a range of [Medium].

Telekinetic Strength

Prerequisites: Telekinetic Scion

Benefit: Your telekinetic abilities have grown strong enough to bend steel and tear iron. Most non-magical items fall prey to the brutal power of your will, bending and shifting into new shapes like clay in the hands of a potter. This effect has a range of [Medium]. As a side benefit, you can use your powers offensively, rending flesh and damaging opponents. As a spell-like ability used as a standard action, you may deal up to five times your Intelligence modifier as damage to a single opponent within [Close] range. You may only use this ability once every two [Rounds].

Telekinetic Master

Prerequisites: Telekinetic Scion, By Will Sustained, 12th level

Benefit: You can lift and maneuver 6000 pounds of matter per [Round]. Your powers have begun to change you, and your body is held together as much by your will as by ordinary biological processes. You gain two additional HP per level, and [Fast healing] equal to your character level.