

**DEVIL'S WORKSHOP PRESENTS**

# **SUPER POWERED ORIGIN FEATS**

**WRITTEN BY LOUIS PORTER JR.**

Origin feats are a special kind of feat that grant characters benefits and abilities just like regular feats. However, there are also some differences between origin feats and regular feats. First, they may only be taken at character creation and secondly, a character may not take more than one origin feat absent GM approval.

## **ACCIDENTAL MUTANT (ORIGIN)**

You can call on your inherent mutant abilities to increase your power.

**Benefit:** When using extra effort to increase any power with the mutation source, it is temporarily increased by 25%. Furthermore, the increase will last until the beginning of the round following your next round.

## **ADVENTURING SCIENTIST (ORIGIN)**

You have a knack for knick-knacks.

**Benefit:** You get a +1 bonus to power checks when using any device. This includes powers with the device attached to them and powers that are created with the use of a device built into them.

## **ALIEN CHAMPION**

You are particularly difficult to stop when protecting your people.

**Benefit:** You get a +2 bonus to all attack rolls and to Will and Damage saving throws when defending your people. Additionally, you get a +1 bonus to power checks for a single power that has a power source alien in nature.

## **ANTIPODE STRIKE**

You put a greater strain on your opponent by attacking with two elements or energies at once.



**Prerequisite:** Ability to fire two conceptually opposed energy or elemental blasts (*fire and ice, light and darkness, air and stone, etc.*). You

do not need the ability to fire them in the same turn; this feat supplies that.

**Benefit:** You may blast simultaneously with both attacks. Treat this as a single attack with 25% increase to damage. If the two elemental powers are not at the same level for some reason, the lower-powered one is enhanced.

**Special:** Often you can use a feat or extra to gain access to a new type of energy or element blast if you already possess one type. The effects of this feat stack with those of Penetrating Attack. Unlike that feat, this one cannot be taken more than once.

## **APPRENTICE (ORIGIN)**

You have a nascent talent for the arcane arts.

**Benefit:** You get a +2 bonus to all Gather Information and Knowledge checks made while in a library or similar place.

## **BATTLE ANALYST**

You can assess a combat situation quickly by virtue of your superior mind.

**Prerequisite:** Leadership, Intelligence 20+

**Benefit:** You may use a free action each turn to give your allies +1 to Defensive Attributes by shouting directions (*such as "She has a weak left, dodge to your right!"*).

You can affect a number of allies equal to your Intelligence bonus. If you or someone else is using the Leadership feat, the bonuses provided stack.

## **BEAST-BLOOD (ORIGIN)**

Your animal origins grant you special powers.

**Benefit:** Choose one of the following benefits based on what type of animal your beast traits are drawn from:



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- **Aquatic:** You get a +3 bonus to all Swim checks and +2 dodge bonus to your Defensive Attributes while in water.
- **Avian:** You get a +2 bonus to all skill, ability or power checks relating to in-flight maneuverability and +2 dodge bonus to your Defensive Attributes while in the air. If using the optional maneuverability rules, your maneuverability class improves by one level.
- **Canine:** You get a +2 bonus to Listen checks and the benefits of the feat, Tracking.
- **Feline:** You get a +5 bonus to any saving throws related to falling from a height. If you are killed, roll a d20; on a result of “20,” you come back to life immediately.
- **Insect:** You get a +1 bonus to Spot and Search checks and +1 bonus to Fortitude saving throws.
- **Predator Species:** You get a +2 bonus to all Spot, Search and Survival checks.
- **Prey Species:** You get a +2 bonus to Hide, Move Silently and Spot checks.

**Note:** GM’s may create new benefits to suit other animal types.

## BUREAUCRAT

You are skilled in cutting through red tape.

**Prerequisites:** Cha 13+.

**Benefit:** You get a +4 bonus on all Charisma-based skill checks when dealing with a politician or governmental employee.

## CAPE FOLLOWER

Your mind is a treasure trove of facts and trivia about superheroes and supervillains. If you know who you’re facing – not difficult given the average villain’s fondness for announcing his identity in CAPITAL LETTERS – then you may remember something useful.

**Benefit:** Once per encounter, you may choose a “super” character – heroes and villains without powers are still “super”, but ordinary folk like “the third mobster on the left” are not – and make a Knowledge (*supers*) check. The DC is equal to 30 minus the level of the character you chose. If the character has the Fame or Infamy based type of feats, then the DC is further reduced by 3.

If the check succeeds, you remember a useful fact about the character you chose. You gain a +1 bonus to any roll that directly affects that character for the duration of the encounter. You may share this bonus with any other characters that you communicate the fact to. Telling other characters is a free action, and the other characters must be able to understand your communication to benefit from the bonus.

This bonus does not stack with itself, and the feat is useless when encountering a new or especially mysterious super character that nobody knows anything about. The GM’s discretion applies here.

## CHANCE CREATION (ORIGIN)

You are a machine and are skilled at fighting against your own kind.

**Benefit:** You get a +3 bonus to all saving throws against machines, mechanical devices and robots. This includes a device that creates its effects with powers.

## CHOSEN ONE (ORIGIN)

You can achieve supreme power in furtherance of your appointed task.

**Benefit:** You and your GM should decide what your goal as a Chosen One is. Once per session you can re-roll any roll while working toward your goal, and in addition, you gain a +5 bonus to the re-roll.

## CRAZED INVENTOR (ORIGIN)

Your inventions are dangerous but effective.

**Benefit:** Whenever you would become fatigued by using a power that uses a device for its effects you may take a 1d6 points of damage instead of becoming fatigued.

## CYBERNETIC TECHNICIAN

You can repair and modify cybernetic equipment.

**Prerequisites:** Int 13+, trained in Science (*cybernetics*).

**Benefit:** You get a +2 bonus on all Science (*cybernetics*) checks.

## EVOLVING POWERS

You are near a transition point in your life, where your powers will become something entirely new.

**Prerequisite:** Any superpowers

**Benefit:** You may give up this feat at any time. When you do, your character falls into a coma, enters a cocoon, or otherwise becomes incapacitated for the better part of a game session. During this time the player should help out the GM by taking the role of random goons, NPC sidekicks, the President, etc. When the character emerges from this state, he or she will be completely changed. The current superpowers, attributes, and feats (*but not skills*) must be used to create a new set of abilities. Any rearrangement is possible. Typically this new form is one that is more suitable to what the group has been doing recently, or is an indicator of what will soon be threatening the world.

**Special:** This feat should normally be chosen at character generation and not gained later unless there is a very good reason for it.

## EXTREME CRITICAL

You become extremely lethal with an attack.

**Prerequisites:** Base attack bonus +8 or higher.

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**Benefit:** Choose an attack form. When succeeding at a critical hit with that attack, the attacks damage bonus is increased by 10 points.

**Special:** You can take this feat multiple times. Each time it applies to a different attack.

## FEYBLOODED (ORIGIN)

Your inherently magical nature often saves your skin.

**Benefit:** Whenever you roll a natural “1” on a saving throw, you may re-roll it. If you succeed at the re-roll, you may remove up to 10 points of damage.

## FLURRY OF PUNCHES

Your tremendous speed or mastery of time allows you to hit an opponent a score of times in the time it takes most people to throw a single punch.

**Prerequisite:** Some type of Super-Speed, Time Control or Time Travel based power

**Benefit:** You may “take 20” on an attack roll, automatically getting a critical hit on your opponent. You are considered to have made only one attack this round. Use of this feat cannot be combined with abilities such as the Multiattack feat.

**Normal:** No one may normally take 20 on attack rolls.

## GIFT OF POWER (ORIGIN)

You can call upon the great power of your patron – at a price.

**Benefit:** Once per session, you may make an attack roll with any power or weapon. You gain a +7 bonus to the attack roll and, if successful, the attack’s damage bonus is increased by 7. However, as soon as the attack is resolved, you fall unconscious.

## INTERGALACTIC OFFICER OF THE PEACE (ORIGIN)

You enjoy the benefits and must adhere to the responsibilities of membership in an intergalactic peace-keeping force.

**Benefit:** When dealing with creatures that know of and respect the peace-keeping organization, you receive a +1 bonus to all Charisma-based skill checks. When dealing with those that fear the organization, you receive a +1 bonus to Intimidate checks.

**Note:** Generally, only individuals who are involved in space travel will know of the organization.

Once per adventure, you may try to contact your superiors or fellow officers for assistance. The request must be related to upholding the principles of the peace-keeping organization. You can either ask for information or direct support, and in both cases must make a Diplomacy check. The DC varies by situation as listed below:

Situation	Diplomacy	DC
Information		10
Transportation		15
Medical Assistance		20
Combat Support		25
World-in-the-Balance		-5
Each add’l per year		+5

If the check succeeds, you receive the requested assistance. If you requested information, you receive the results of a specific Knowledge check with a skill bonus equal to triple your level. If you requested direct support, a number of members of the organization equal to your level arrive within 24 hours. These other officers are one level lower than you and are considered minions. *(The GM may want to generate specific NPCs to serve this role, particularly if they are showing up regularly in the campaign.)* These other peace officers will remain until the crisis is over or until their presence is no longer needed.

If you request assistance too frequently, you are likely to find these requests denied more often. Ultimately, abusing this resource could result in your being drummed out of the order for not being self sufficient enough.

You are assumed to have a means for communicating with your superiors, such as a telepathic link or subspace transmitter. This communication device is only to be used in emergencies and can only be used to contact your superiors.

You and your GM should determine the code of conduct for your character’s specific organization. Breaking the tenets of this code will result in being reprimanded and possibly removed from the ranks of the organization.

## INTERPLANETARY WARLORD (ORIGIN)

You are skilled in leading a great alien force.

**Benefit:** You get a +2 bonus on Intimidate checks. If you have the Minions / Followers type of feat, you get a +1 bonus to all your minions or followers rolls. If you have the Leadership feat, you confer a +2 bonus on checks, instead of the regular +1 bonus.

## INTREPID ADVENTURER (ORIGIN)

You fear nothing—except maybe snakes.

**Benefit:** You are immune to all fear-based powers and effects. The DC to try and Intimidate you is 25.

## EXPERIMENTAL SUBJECT (ORIGIN)

The engineered nature of your powers makes them resistant to neutralization.

**Benefit:** Select one power and change it duration to continuous or permanent.



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## INCOMPREHENSIBLE

Your thought process is so alien, or just so well hidden, that no one can truly understand you.

**Prerequisite:** none

**Benefit:** Sense Motive checks against you have their DCs raised by 2. The same penalty applies to characters using the power of Telepathy who are trying to read your thoughts or emotions.

## INCREDIBLE LEAPING

"I've never seen a martial arts movie with such good special effects! You can't even see the wires!"

**Prerequisite:** 13+ ranks in Jump

**Benefit:** You can ignore the maximum distances listed for Jump checks.

**Normal:** Jump checks are normally limited by the character's height.

## INHUMAN

By throwing away what others value in human nature you have become ruthless and uncaring.

**Benefit:** You have a +2 bonus on Intimidate checks, and a +1 bonus on Will saves. These bonuses do not apply to your interactions with anyone with the More Human Than Human feat.

## INSPIRING ARRIVAL

Your presence alone inspires other heroes to fight to their fullest.

**Prerequisite:** Charisma 15+, Leadership, 10th Level, Any motion power (*flight, teleport, swinging, etc.*)

**Benefit:** On the turn you enter a fight you can use one of the following actions:

- +2 bonus to attack rolls and saving throws for the next two rounds
- Immediately shake off the effects of a stunned condition.
- Gain an immediate new Will saving throw against a mental power affecting them with a +2 bonus.

You can affect a number of allies equal to three times your Charisma bonus.

## JAM THE SYSTEM

You have a talent for rendering technology inoperable. You do not destroy a device. Rather, you tweak a switch, stuff a wad of paper in a heat sink, or otherwise disrupt its ability to function for a short period.

**Prerequisite:** Monkeywrencher.

**Benefit:** As a full action, you can make an attack against a device. The device's Defensive Attributes is its user's total Defen-

sive Attributes +5. If you succeed, the device's current effectiveness are cut in half, rounded down, until your next action. A device can only suffer this effect once per round. You cannot use this feat against a device already damaged by this feat.

## LAST OF SPECIES (ORIGIN)

You are a survivor, determined and able to carry on the legacy of your kind.

**Benefit:** Calling on the strength of your ancestors, once per session you can eliminate all your combat effects or conditions like stun or shaken.

## LIGHTNING REPAIR

You can fix things much faster than normal.

**Prerequisite:** Repair 4 ranks.

**Benefit:** You can make Repair checks in half the normal time.

## MAGICAL CONSTRUCT (ORIGIN)

You have been crafted to resist a particular class of threats.

**Benefit:** You gain a +3 bonus to one saving throw type, chosen at the time of character creation.

## MARTIAL ARTIST (ORIGIN)

You are a lethal weapon.

**Benefit:** One per session, you can make an attack roll you gain a +3 bonus to the re-roll. If the re-roll results in a successful attack, it is automatically a critical hit, regardless of the actual roll. You can use this ability against targets not susceptible to critical hits (*such as objects*). If so, you still get the bonus to the re-roll, but a successful attack does not result in a critical hit.

## MASTER DETECTIVE (ORIGIN)

You can call on the pinnacle of your skills to crack a case.

**Benefit:** One per session, you can re-roll a Bluff, Forgery, Gather Information, Innuendo, Intimidate, Knowledge, Listen, Read Lips, Science, Search, Sense Motive, or Spot check you get a +5 bonus to the re-roll.

## MASTER OF SKILLS (ORIGIN)

When it comes to your chosen field, you have no equal.

**Benefit:** Your maximum skill ranks is equal to your level + 6. When you select the Skill Focus feat you receive a +4 bonus to the specified skill.

## MILLIONAIRE CRIME-FIGHTER (ORIGIN)

You can call on your vast resources to overcome any obstacle.

**Benefit:** One per session, you gain the use of any ordinary piece of equipment with a Wealth cost no greater than your level. The

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item obtained must be a known piece of equipment and should not duplicate outlandish superpowers, though it can be the very best of its kind: infrared binoculars but not x-ray goggles, a 2005 Aston Martin Volante but not a teleportation pod, a Glock 21C but not an anti-matter gun, etc.

Using this feat requires that you have access to your empire and that they have access to you. So, for example, you cannot use it while trapped in a cell behind enemy lines. The item is delivered to you within 10 minutes to 10 hours depending on the nature of the item requested and other factors, as determined by the GM. This ability may only be used once per adventure, and you must return the item at the end of the adventure.

## MONKEYWRENCHER

You have a knack for destroying technological items.

**Benefit:** If you choose to attack an item, such as a suit of power armor, a rifle, or a similar item, you gain a +2 bonus to your damage.

As a rule of thumb, this bonus only applies to mechanisms that have moving parts, require electrical power, or are fueled by a chemical reaction.

## MORE HUMAN THAN HUMAN

You epitomize everything worth fighting for in humanity, and understand people well.

**Prerequisite:** None

**Benefit:** You receive +2 on any roll made to get someone to trust you or believe in you. These bonuses do not apply to your interactions with anyone with the Inhuman feat.

## MUTANT LEADER (ORIGIN)

Mutants everywhere look up to you.

**Benefit:** You gain a +2 bonus on all Charisma-based skill checks involving mutants. Once per session, you can use one of the following:

- +2 bonus to attack rolls and saving throws for the next two rounds
- Immediately shake off the effects of a stunned condition.
- Gain an immediate new Will saving throw against a mental power affecting them with a +2 bonus.

You may confer a benefit on a number of allies equal to your Charisma bonus + 1.

## MUTANT REBEL (ORIGIN)

You will do whatever it takes to protect mutantkind.

**Benefit:** You gain a +3 bonus to Intimidate checks against non-mutants.

You also gain a +2 bonus to attack rolls and Fortitude save DCs against agents of mutant oppression (*government agents, anti-mutant villains, etc.*).

## MYSTIC PROTECTOR (ORIGIN)

You can sense those who invade our dimension.

**Benefit:** You gain the benefits of the Detect (*extra-dimensional being*) feat. You enjoy a +2 bonus on Spot checks to detect such beings.

Also, you get a +1 bonus to attack rolls and Fortitude save DCs against extra-dimensional beings.

## NOBLE THIEF (ORIGIN)

Like a shadow in the night, you escape detection.

**Benefit:** You can move at full speed when making Hide or Move Silently checks. When making a Hide or Move Silently check, any roll lower than a 7 is treated as a 7.

## OUTCAST NOBLE (ORIGIN)

You were once the proud sovereign of an alien kingdom.

**Benefit:** When acquiring ranks in Diplomacy, Gather Information, Innuendo, Intimidate, or Taunt, you get two ranks for the cost of one rank.

## PLANETARY EXPLORER (ORIGIN)

You spend your days crossing the galaxy.

**Benefit:** You get three bonus languages at character creation. These languages may be alien or terran in origin. You get a +2 bonus to all untrained Knowledge and Science checks.

## POWER ARMOR WARRIOR (ORIGIN)

In combat, you are the master of your metal skin.

**Benefit:** While wearing your power armor, you get a +1 bonus to attack rolls, initiative rolls, and total Defensive Attributes.

## RABBLE-ROUSER (ORIGIN)

You are known throughout the galaxy as an unparalleled trouble-maker.

**Benefit:** You are immune to Mind Control and similar powers and effects that would result in direct and complete control over you. You get a +1 bonus to saving throws against other powers or effects that would curtail your freedom, such as Paralysis and Snare. This bonus is only effective against powers that affect you directly, not something that indirectly affects you such as a wall of fire blocking a doorway.

However, your reputation precedes you. You suffer a -2 penalty to Charisma-based skill checks other than Intimidate and Taunt. The

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GM may reduce or eliminate this penalty if you have undertaken heroic actions in the eyes of those opposing the check.

## REDUNDANT ORGANS

Your body has a built-in backup system.

**Prerequisite:** Constitution 13+

**Benefit:** If you fail your saving throw to resist a power that directly affects your body, such as Fatigue or Suffocate, you get another Fortitude save one round later. If this save is successful you shrug off the effects completely. You only get this one extra chance to overcome the power.

## REFLEXIVE PHASING

You have the knack for phasing in or out of solidity at just the right time.

**Prerequisite:** Incorporeal type ability

**Benefit:** If you fail your saving throw to resist a power that relies on your ability to nimbly escape by use of Dexterity, you get another Reflex save one round later. If this save is successful you escape the effects completely. You only get this one extra chance to overcome the power.

## RESURRECT DEVICE

With a length of baling wire, duct tape, and a few dollops of super glue, you can patch together a shattered device.

**Prerequisite:** Repair 4 ranks, Lightning Repair.

**Benefit:** Once per session, you can immediately repair a destroyed or badly damaged device, construct, or other gadget with a successful Repair check. This item's ranks are restored to half their maximum value.

## ROBOTIC TRANSPLANT (ORIGIN)

Your robotic body has its advantages.

**Benefit:** You get a +1 bonus to Fortitude saves. Also, if you are disabled, you may perform strenuous actions without your condition changing to dying.

## RUNAWAY MUTANT (ORIGIN)

You've honed your abilities to stay one step ahead of your pursuers.

**Benefit:** You gain a +1 bonus to all Bluff, Disguise, Escape Artist, Forgery, Hide, and Move Silently checks.

Also, once per adventure, you may cause one NPC or a single group of NPC's (such as a pair of motorcycle cops) to automatically fail a Listen, Search, or Spot check. You must decide to use this ability before the results of the check are announced.

## SEEKER OF VENGEANCE (ORIGIN)

You will not rest until you taste the sweet nectar of revenge.

**Benefit:** With the assistance of your GM, identify your sworn enemy. You get a +1 bonus to your Fortitude and Will saving throws, your attack rolls, and your total Defensive Attributes against your sworn enemy and his minions.

## SENTIENT AUTOMATON (ORIGIN)

Your CPU enables you to process thousands of calculations in an instant, increasing your combat effectiveness.

**Benefit:** You get a cumulative +1 bonus when fighting the same opponent in subsequent battles. At the time you take the feat, you select either an offense oriented CPU or a Defensive Attributes-oriented CPU. If you select an offense-oriented CPU, you get a +1 bonus to attack rolls. If you select a Defensive Attributes-oriented CPU, you get a +1 bonus to your total Defensive Attributes. The bonus is cumulative for each additional combat against that same opponent. So, the second time you fight that particular opponent, the bonus is +1; the third time, the bonus is +2, etc. The maximum bonus against any single opponent is +5.

## SENTIENT POWER

One of your powers has a mind of its own.

**Prerequisite:** Any superpower

**Benefit:** Your superpower has a mind of its own. It can activate in emergencies without you doing anything to turn it on, and will do so if it would save your life. It also has its own feelings, and possibly its own agenda, and there may be some targets it refuses to affect. GMs should remember that this is meant to be a beneficial feat, not a weakness. Good examples would be intelligent viruses (*for the Drain power*), symbiotic Armor, or a band of living energy that gives its host Energy Control / Manipulation.

## SHAMAN (ORIGIN)

You have an unbreakable bond with the forces of nature.

**Benefit:** You may speak with normal animals. You can ask the animals questions and understand their answers, but they may be simplistic or difficult to fully comprehend. Most animals will be favorably disposed towards you, unless there is a specific reason to the contrary, e.g., a trained guard dog. Even in such cases, you may make a Diplomacy check, DC 15, to improve their disposition to favorable.

## SOLDIER OF FORTUNE (ORIGIN)

You can size up your enemies.

**Benefit:** As a half action, you can determine the Defensive Attributes and Fortitude saving throw bonus of any target within 30 feet.

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## STAR-SPANNING MERCENARY (ORIGIN)

You've fought everything the galaxy has to offer and lived to tell the tale.

**Benefit:** You get a +1 bonus to your base attack bonus and your base Defensive Attributes.

## SUPER-GENIUS (ORIGIN)

Your brilliance covers up for your shortcomings.

**Benefit:** Once per session, you may use your Intelligence bonus (*plus any bonus in your hyper-Intelligence of any type, if any*) in lieu of any other ability bonus on an attack roll, saving throw, skill check, or ability check.

## TECHNICAL ANALYSIS

Your scientific training allows you to quickly determine how a device functions.

**Prerequisite:** Science (*any*) 4 ranks.

**Benefit:** With a half action, you can study a device or an opponent and make an Intelligence check. You learn the abilities and ranks of every device or power that has the scientific source as long as the result of your check equals or exceeds that device's abilities + 10. You make the check once, but you may learn about some or all of the target's devices with that one roll.

You can use this feat once per encounter per device or opponent.



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