



RAKEESH_SORREL'S COMPLETE FEAT LISTING

VOL.	FEAT	PREREQUISITES	BENEFIT	Jedi	Noble	Scoundrel	Scout	Soldier
Threats	A Few Maneuvers	Dodge, Vehicular Combat	Gain +2 dodge bonus to vehicle's Reflex Defence.					
Kotor	Accelerated Strike	Base attack bonus +6	Once per encounter, make a full attack as a standard action.	X				X
Core	Acrobatic Strike	Trained in Acrobatics	Gain +5 bonus on next attack against opponent you tumble past.	X				
Unleashed	Advantageous Attack	Base attack bonus +1	Add full heroic level to attacks against slower enemies.			X	X	X
Unleashed	Advantageous Cover	Trained in the Stealth skill	Gain the additional benefits from cover.			X	X	
Rebel	Ample Foraging	Ewok	Grant a bonus to allies' Fortitude Defences by foraging.					
Unleashed	Angled Throw	Dex 13	Ignore cover with grenades and grenadelike weapons.					X
Clone	Anointed Hunter	Nelvaanian species	Move 2 or more squares and gain a +1 bonus on attack with thrown weapons until the end of your turn.					
Core	Armour Proficiency (heavy)	Armor Proficiency (light), Armor Proficiency (medium)	No penalty on attacks and no armor check penalty while wearing light, medium or heavy armour.					X X
Core	Armour Proficiency (light)	-	No penalty on attacks and no armor check penalty while wearing light armour		X			X
Core	Armour Proficiency (medium)	Armor Proficiency (light)	No penalty on attacks and no armor check penalty while wearing light or medium armour.					X
Clone	Artillery Shot	Proficient with weapon used	You increase the efficacy of your burst and splash weapon attacks.					X
Rebel	Assured Attack	-	Reroll the lowest damage die when making a successful attack.	X				X
Legacy	Attack Combo (Fire and Strike)	Attack Combo (Melee), Attack Combo (Ranged), Base attack bonus +9	Deal +1 die of damage on ranged attacks until the end of your next turn after hitting an enemy with two consecutive melee, unarmed, or ranged attacks.					X
Legacy	Attack Combo (Melee)	Base attack bonus +3	Deal +1 die of damage on ranged attacks until the end of your next turn after hitting an enemy with two consecutive melee or unarmed attacks.	X				X
Legacy	Attack Combo (Ranged)	Base attack bonus +3	Deal +1 die of damage on ranged attacks until the end of your next turn after hitting an enemy with two consecutive ranged attacks.				X	X X
Legacy	Autofire Assault	Weapon Focus (chosen weapon)	Decrease penalty on autofire attack and inflict extra damage when sustaining fire.					X
Legacy	Autofire Sweep	Weapon Focus (chosen weapon)	Sweep a wide area while using autofire mode.					X
Unleashed	Bad Feeling	-	Always take a move action during the surprise round.		X	X		
Core	Bantha Rush	Str 13, base attack bonus +1	Push opponent 1 square after making a successful melee attack.					X
Rebel	Binary Mind	Cerean	Enemies must roll twice, keeping the lower result, on mind-affecting effects.					
Legacy	Biotech Specialist	Trained in Mechanics	Make custom modifications to Yuuzhan Vong biotech.		X	X		
Legacy	Biotech Surgery	Trained in Treat Injury	Install a biotech prosthesis onto a living being.		X			
Unleashed	Blaster Barrage	Coordinated Attack	Automatically aid another when using autofire attacks.					X
Rebel	Bothan Will	Bothan	Gain a bonus to Will Defence when an enemy fails to overcome your iron will.					
Rebel	Bowcaster Marksman	Wookiee	Gain a bonus to damage rolls when you spend a Force Point on a bowcaster attack.					
Legacy	Brink of Death	-	Attacks that would kill your enemy reduces them to 0 hit points instead.	X				X
Core	Burst Fire	Str 13, Weapon Proficiency (heavy weapons), proficient with weapon	Take a -5 penalty on an autofire attack to gain +2 dice damage.					
Scum	Burst of Speed	Trained in Endurance	Move speed twice as move action.					
Core	Careful Shot	Point Blank Shot, base attack bonus +2	If you aim, gain +1 bonus on the attack roll.				X	X
Core	Charging Fire	Base attack bonus +4	Make ranged attack at the end of a charge, at a -2 penalty.					X
Rebel	Clawed Subspecies	Quarren	Deal damage with sharp claws on unarmed attacks.					
Core	Cleave	Str 13, Power Attack	Extra melee attack after dropping target.	X				X
Scum	Close Combat Escape	Trained in Acrobatics	Escape grapple and attack.					
Scum	Collateral Damage	Rapid Shot, base attack bonus +6	Gain extra attack upon hitting the first target.					
Core	Combat Reflexes	-	Gain additional attacks of opportunity	X				X
Kotor	Conditioning	Str 13, Con 13	Reroll Strength- and Constitution-based skill checks.				X	X
Rebel	Confident Success	Bothan	Gain a Force Point when you successfully learn secret information.					
Unleashed	Controlled Rage	Rage species trait	Enter rage as a free action, and end rage at will.					
Core	Coordinated Attack	Base attack bonus +2	Automatic success with aid another action at point blank range.					X
Clone	Coordinated Barrage	coordinated Attack, base attack bonus +5	Allow an ally to deal more damage when you aid his attack.					X
Scum	Cornered	-	When unable to withdraw, +2 on attacks.					
Kotor	Critical Strike	Base attack bonus +9, proficient with melee weapon used, Weapon Focus	Increase critical threat range of an attack.	X				X
Unleashed	Crossfire	Point Blank Shot, Precise Shot, base attack bonus +6	Redirect missed attacks against soft cover.			X		X
Core	Crush	Pin, base attack bonus +1	Deal unarmed or claw damage to a pinned opponent.					X
Unleashed	Cunning Attack	-	Gain +2 on attack rolls against flat-footed enemies.				X	X
Core	Cybernetic Surgery	Trained in Treat Injury	Install a cybernetic prosthesis onto a living being.		X			
Rebel	Darkness dweller	Sullustan	Impose a penalty to Stealth checks made when close to you.					
Core	Deadeye	Point Blank Shot, Precise Shot, base attack bonus +4	If you aim, deal extra damage.				X	X X
Scum	Deadly Sniper	Sniper, trained in Stealth	+1 bonus on attacks when sniping; hide as swift action.					
Scum	Deceptive Drop	Trained in Initiative	Flat-footed targets knocked prone on surprise round.					
Rebel	Deep Sight	Quarren	Gain darkvision and ignore concealment from darkness.					
Rebel	Deft Charge	-	Take swift actions, reactions, and free actions after you charge before your turn ends.	X				X X
Scum	Desperate Gambit	-	Reroll missed attack by taking a penalty to Reflex Defence.					
Rebel	Devastating Bellow	Ithorian	Deal more damage with your bellow attack.					

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Rebel	Disarming Charm	Sullustan	Gain a bonus to skill checks on targets whose attitude you have improved.					
Core	Dodge	Dex 13	Gain a +1 dodge bonus to Reflex Defence against a selected target.	X	X	X		
Core	Double Attack	Base attack bonus +6, proficient with weapon	Make extra attack during full attack, -5 penalty to all attacks.	X			X	
Core	Dreadful Rage	Rage species trait, base attack bonus +1	Rage bonus to attacks and damage increases to +4.					
Clone	Droid Hunter	Proficient with weapon used	Deal +2 damage to droid enemies, or +4 when using an ion weapon.			X	X	X
Clone	Droidcraft	Trained in Mechanics	Repair a droid in 10 minutes instead of 1 hour.			X	X	
Core	Dual Weapon Mastery I	dex 13, base attack bonus +1	Take a -5 penalty on attacks when attacking with two weapon or both ends of a double weapon.	X				X
Core	Dual Weapon Mastery II	Dex 15, base attack bonus +6, Dual Weapon Mastery I	Take a -2 penalty on attacks when attacking with two weapon or both ends of a double weapon.	X				X
Core	Dual Weapon Mastery III	Dex 17, base attack bonus +11 Dual Weapon Mastery I, Dual Weapon Mastery II	Take no penalty on attacks when attacking with two weapon or both ends of a double weapon.	X				X
Scum	Duck and Cover	Trained in Stealth	You dive for cover when you avoid area attacks.					
Kotor	Echani Training	Dex 13, Martial Arts I	In unarmed combat, increase damage, knock opponent down on critical hit.					
Core	Exotic Weapon Proficiency	Base attack bonus +1	Wield an exotic weapon without penalty.		X			X
Clone	Experienced Medic	Trained in Treat Injury	Perform surgery on multiple creatures simultaneously.		X			X
Clone	Expert Droid Repair	Trained in Mechanics	Repair multiple droids simultaneously.			X	X	
Core	Extra Rage	Rage species trait, base attack bonus +1	Rage one additional time per day.					
Core	Extra Xecord Wind	Trained in Endurance	Gain an additional second wind per day.				X	X
Core	Far Shot	Point Blank Shot	Range penalties for short-, medium-, and long-ranged attacks are reduced.					X
Rebel	Fast Surge	-	Catch a second wind as a free action on your turn.	X	X	X	X	X
Rebel	Fast Swimmer	Mon Calamari	Gain a bonus to your swim speed.					
Legacy	Fatal Hit	Str 13, Dex 13	You automatically kill an enemy that you reduce to 0 hit points, and you can perform a coupe de grace as a standard action.				X	X
Legacy	Feat of Strength	Str 15	Take 10 or 20 on one Strength check or related skill check per encounter.	X			X	X
Clone	Flash and Clear	-	Gain concealment against a target you damage with a burst or splash weapon.			X	X	X
Rebel	Flawless Pilot	Duros	Reroll Pulot checks, always keeping the better result.					
Scum	Fleet-Footed	Running Attack	+2 speed when making a running attack.					
Clone	Flood of Fire	Proficient with weapon used	Ignore enemies' dodge and deflection bonuses to Reflex Defence when making area attacks with a weapon set on autofire.					X
Kotor	Flurry	Dex 13	Increase attack bonus, with penalties to Reflex Defence.	X	X			X
Unleashed	Focused Rage	Rage species trait, Controlled Rage	When raging, use skills that require patience at a -5 penalty.					
Jedi	Follow Through	-	Move your speed after defeating an enemy.					
Core	Force Boon	Force Sensitivity	Gain three additional Force Points at each level.					
Kotor	Force Readiness	-	Spend Force Points even if it is not your turn.	X				
Jedi	Force Regimen Mastery	Force Sensitivity, trained in Use the Force	Gain Force regimens equal to 1 + Wis modifier (minimum 1).					
Core	Force Sensitivity	Non-droid	You can make Use the Force checks and gain access to Force talents.					
Core	Force Training	Force Sensitivity	Learn a number of Force powers equal to 1 _ your Wis modifier (minimum 1).					
Rebel	Forest Stalker	Ewok	Reroll Stealth checks, always keeping the better result.					
Scum	Friends in Low Places	Trained in Gather Information	Reduce black-market cost multiplier for licensed and restricted objects by 1.					
Rebel	Fringe Benefits	Rodian	Reduce the cost multiplier of goods bought on the black market.					
Legacy	Galactic Alliance Military Training	-	You do not move down the condition track the first time an attack exceeds your damage threshold, and you gain access to the Brawler talent tree.					X
Kotor	Gearhead	-	Make Mechanics and Use Computer checks quickly.			X	X	
Clone	Grand Army of the Republic Training	Proficient with armour worn	Apply your armour's equipment bonus to your Will Defence.					X
Legacy	Grapple Resistance	-	Gain a +5 bonus to resist grab and grapple attacks.	X			X	X
Core	Great Cleave	Str 13, Power Attack, Cleave, base attack bonus +4	No limit to cleave attacks each round.	X				X
Rebel	Gungan Weapon Master	Gungan	Increase the die type when adding to attacks with an atlatl or cеста.					
Clone	Gunnery Specialist	Base attack bonus +1	Reroll an attack made with a vehicle weapon.					X
Threats	Hard Target	Though as Nails	Gain second wind as a reaction instead of a swift action.					X
Scum	Hasty Modification	Tech Specialist	Swap one trait for another trait.					
Scum	Hideous Visage	Shapeshift	Deception check to push opponent away.					
Rebel	Hunter's Instincts	Rodian	Reroll Perception checks, always keeping the better result.					
Rebel	Imperceptible Liar	Twilek	Increase the die type when adding to a Deception check.					
Rebel	Imperial Military Training	-	Negate one mind-affecting effect per encounter.					X
Scum	Impersonate	Shapeshift, Skill Focus (Deception)	Shapeshift to impersonate a specific person.					
Scum	Impetuous Move	Con 13	Move when you catch a second wind.					
Kotor	Implant Training	Possess a cybernetic implant	You take no penalty to Will Defence with cybernetic implants.			X		
Unleashed	Improved Bantha Rush	Str 15, Bantha Rush, base attack bonus +1	Push foes away a number of squares equal to Str modifier.					X
Core	Improved Charge	Dex 13, Dodge Mobility	You can charge without moving in a straight line.	X				X
Core	Improved Damage Threshold	-	Damage threshold increases by 5.					

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Core	Improved Defences	-	Gain +1 bonus to all defences.					
Core	Improved Disarm	Int 13, Melee Defence	Gain +5 bonus on melee attacks to disarm an opponent.	X				X
Kotor	Improved Rapid Strike	Rapid Strike, light melee weapon	Trade -5 penalty on attack roll for +2 dice of damage when using light melee weapon.	X				X
Rebel	Inborn Resilience	Zabrak	Reduce one defence bonus but increase another.					
Kotor	Increased Agility	Conditioning	Increase Climb speed, Swim speed, and Jump distance by 2 squares.				X	X
Rebel	Increased Resistance	Gamorrean	Gain a bonus to Fortitude Defence when an enemy fails to affect you.					
Unleashed	Informer	Trained in the Perception skill, Skill Focus (Perception)	Gather information with Perception skill, and do it faster.		X			
Rebel	Instinctive Perception	Zabrak	Gain a temporary Force Point when your Perception reroll is lower.					
Clone	Jedi Familiarity	-	Gain one temporary Force Point when targeted by an ally's Force power or Force talent.					
Rebel	Jedi Heritage	Twilek, Force Sensitivity	Gain extra Force powers when you take the Force Training feat.					
Rebel	Justice Seeker	Kel Dor	Gain a bonus to damage rolls against those who harm your allies.					
Rebel	Keen Scent	Ewok	Increase the range of your Scent ability to 20 squares.					
Scum	Knife Trick	Lightning Draw, trained in Stealth	Attack of opportunity with concealed weapon to greater effect.					
Legacy	Knock Heads	Dex 13, Str 13, Multi-Grab	You may knock two opponents' heads together after a successful multi-grab.					X
Rebel	Lasting Influence	Bothan	After a successful Persuasion check, gain a bonus to future Persuasion checks.					
Clone	Leader of Droids	-	Allied droids benefit from your beneficial mind-affecting effects.		X			
Scum	Lightning Draw	Quick Draw	Draw and fire as a standard action.					
Core	Linguist	Int 13	Gain bonus languages equal to 1 + your Int modifier (minimum 1).		X		X	
Kotor	Logic Upgrade: Self-Defence	Droid	Grant yourself +2 to the defence of your choice for 1 round.					
Kotor	Logic Upgrade: Tactician	Droid, base attack bonus +4	Grant a +5 bonus to attack with a successful aid another attempt.					
Jedi	Long Haft Strike	Proficient with weapon used	Attack with both ends of the weapon.					
Kotor	Mandalorian Training	Charging Fire	Gain a +2 bonus on attack rolls when using Charging Fire feat.					
Core	Martial Arts I	-	Increase damage from unarmed attacks by one die step; gain +1 dodge bonus to Reflex Defence		X			X
Core	Martial Arts II	Martial Arts I, base attack bonus +3	Increase damage from unarmed attacks by one die step; gain +1 dodge bonus to Reflex Defence		X			X
Core	Martial Arts III	Martial Arts I, Martial Arts II, base attack bonus +6	Increase damage from unarmed attacks by one die step; gain +1 dodge bonus to Reflex Defence		X			X
Rebel	Master Tracker	Rodian	Increase the die type when adding to a Survival check.					
Core	Melee Defence	Int 13	Trade attack bonus on melee attacks for a dodge bonus to Reflex Defence.	X	X	X		X
Scum	Metamorph	Con 13, Shapeshift, trained in Deception	Change your size.					
Core	Mighty Swing	Str 13	Spend two swift actions to deal extra damage in melee.					X
Unleashed	Mighty Throw	Str 13	Add Str bonus to ranged attack rolls.					X
Rebel	Mind of Reason	Cerean	Use wisdom instead of Intelligence for Intelligence-based skill checks.					
Core	Mobility	Dex 13, Dodge	Gain +5 dodge bonus to Reflex Defence against some attacks of opportunity.	X		X	X	
Threats	Momentum Strike	Trained in Pilot or Ride	Gain +1 die of damage to any melee attack while mounted after your movement that turn.					
Rebel	Mon Calamari Shipwright	Mon Calamari	Reroute power more quickly and without the risk of failure.					
Threats	Mounted Defense	Trained in Pilot or Ride	Once per encounter redirect any attack made against you to your mount/vehicle instead.					
Rebel	Moving Target	Dodge	Gain a bonus to Reflex Defence when you remain mobile.	X		X	X	
Legacy	Multi-Grab	Dex 13	You may grab two opponents as a standard action.					X
Rebel	Nature Specialist	Ithorian	Increase the die type when adding to a Knowledge (life sciences) check.					
Scum	Opportunistic Retreat	Combat Reflexes	Sacrifice attack of opportunity to move at half speed.					
Clone	Overwhelming Attack	-	Any attempt to negate your attack takes a -5 penalty on the attack roll or skill check.					X
Clone	Pall of the Dark Side	Dark Side Score 1+	Add half your Dark Side Score to Use the Force checks to resist detection.					
Rebel	Perfect Intuition	Cerean	Reroll Initiative checks, always keeping the better result.					
Rebel	Perfect Swimmer	Gungan	Reroll Swim checks, always keeping the better result.					
Core	Pin	Base attack bonus +1	Grappled opponent is pinned for 1 round, can't move, and loses its Dexterity bonus to Reflex Defence.					X
Rebel	Pitiless Warrior	Trandoshan	Gain bonus hit points whenever you take down a foe.					
Core	Point Blank Shot	-	+1 bonus on ranged attacks and damage against point blank foes.					X
Kotor	Poison Resistance	Con 13	You are inherently more resistant to poison.			X	X	
Core	Power Attack	Str 13	Trade attack bonus for damage on melee attacks (up to your base attack bonus).	X				X
Kotor	Power Blast	Dex 13	Trade attack bonus for damage on ranged attacks (up to your base attack bonus).					X
Core	Powerful Charge	Medium or larger size, base attack bonus +1	Gain +2 bonus on your attack roll while charging and deal extra damage.	X				
Unleashed	Powerful Rage	Rage species trait	Gain a +4 bonus on Str checks and Str-based skill checks.					
Core	Precise Shot	Point Blank Shot	No -5 penalty for shooting into melee.			X	X	X
Rebel	Prime Shot	Point Blank Shot	Gain a bonus to attack rolls when none of your allies are near the target.			X	X	X
Rebel	Primitive Warrior	Gamorrean	Deal +1 die of damage with simple melee weapons.					
Rebel	Quick Combeback	Gamorrean	Recover quickly after being moved down the condition track by damage.					
Core	Quick Draw	Base attack bonus +1	Draw weapon as a swift action.	X		X		X
Kotor	Quick Skill	-	Take 10 on skill checks when rushed, take 20 in half normal time.		X	X		
Legacy	Rancor Crush	Str 15, Crush, Pin, base attack bonus +1	Move an enemy -1 step down the condition track when using the Crush feat.					X
Rebel	Rapid Reaction	-	React twice to the same trigger once per encounter.	X	X	X	X	X
Core	Rapid Shot	Str 13, base attack bonus +1, proficiency with weapon	Take a -2 penalty on a ranged attack roll to deal +1 die of damage.			X	X	X

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				Jedi	Noble	Scoundrel	Scout	Soldier
Unleashed	Rapport	Wis 13	Grant an additional +2 bonus when using the aid another action.		X			X
Rebel	Read the Winds	Kel Dor	Detect hidden enemies within 10 squares of you.					
Rebel	Rebel Military Training	Running Attack	Gain a dodge bonus to Reflex Defence when using Running Attack.				X	X
Unleashed	Recall	Trained in one Knowledge skill	Reroll any Knowledge skill check, keeping the better result.		X			
Rebel	Recovering Surge	-	Move up the condition track when you catch a second wind.	X	X	X	X	X
Rebel	Regenerative Healing	Trandoshan	Regain more hit points (but more slowly) when you catch a second wind.					
Jedi	Relentless Attack	Proficient with weapon used, Double Attack with weapon used.	Gain +2 competence bonus on next attack on a miss.					
Kotor	Republic Military Training	-	When behind cover, you can reduce the damage of an incoming attack.					
Scum	Resurgence	Trained in Endurance	Gain bonus swift action when you catch your second wind.					
Rebel	Resurgent Vitality	Wookiee	Gain additional hit points when catching a second wind.					
Legacy	Return Fire	Dex 15, Quick Draw, Weapon Focus (chosen exotic ranged weapon or weapon group)	You may make a single ranged attack as a reaction to a ranged attack against you with the chosen weapon group.			X	X	X
Legacy	Returning Bug	Proficient with weapon used	Thrown razor bugs and thug bugs return to your hand on a miss.		X	X		
Core	Running Attack	Dex 13	Move before and after making an attack.	X		X	X	X
Unleashed	Savage Attack	Double Attack, proficient with weapon	Add +1 die of damage when successful on a full attack.	X				X
Unleashed	Scavenger	-	Gather materials for building objects.				X	
Rebel	Scion of Dorin	Kel Dor	Gain a bonus to Fortitude Defence against atmospheric hazards.					
Clone	Separatist Military Training	-	Gain a +1 bonus on an attack roll while adjacent to an ally.					X
Core	Shake it Off	Con 13, trained in Endurance	Spend two swift actions to move +1 step along the condition track.					X
Rebel	Sharp Senses	Mon Calamari	Increase the die type when adding to a Perception check.					
Rebel	Shrewd Bargainer	Quarren	Suppress opponents' insight and morale bonuses to Will Defence.					
Scum	Signature Device	Tech Specialist	Install two traits.					
Kotor	Sith Military Training	-	Upon debilitating an enemy, you can cause other enemies to lose heart.					
Core	Skill Focus	-	Gain +5 competence bonus on skill checks with one trained skill.	X	X	X	X	X
Core	Skill Training	-	You become trained in one class skill.	X	X	X	X	X
Scum	Slippery Maneuver	Dodge	Dodge two targets, withdraw at full speed.					
Core	Sniper	Point Blank Shot, Precise Shot, base attack bonus +4	You ignore soft cover when making a ranged attack.				X	X
Kotor	Sniper Shot	Proficient with ranged weapon/group	Increase accuracy at a -5 Reflex Defence penalty.				X	X
Rebel	Spacer's Surge	Duros	Gain a temporary Force Point when you roll a natural 20 on a Pilot check.					
Clone	Spray Shot	-	When using a weapon set on autofire, you can reduce the area to 1 square.					
Scum	Staggering Attack	Sneak Attack talent or Rapid Shot or Rapid Strike	Forgo extra damage to push back opponent.					
Starship	Starship Designer	Tech specialist, trained in Mechanics	You can design starships from scratch.					
Starship	Starship Tactics	Vehicular Combat, trained in Pilot	Gain starship maneuvers equal to 1 + your Wis modifier (minimum 1).					
Scum	Stay Up	Trained in Endurance	Move 1 step down condition track to reduce damage.					
Unleashed	Strafe	Running Attack	Attack multiple targets as you move past them.					X
Rebel	Strong Bellow	Ithorian	Use your Bellow ability without moving down the condition track.					
Core	Strong in the Force	-	Roll d8s instead of d6s when you spend a Force Point.	X				
Scum	Superior Tech	Int 17, Tech Specialist, 9th level	Install superior equipment upgrades.					
Threats	Suppression Fire	Str 13, Burst Fire, Weapon Proficiency (heavy weapons)	You may aid another to force an enemy behind cover from you.					
Rebel	Sure Climber	Sullustan	Gain a climb speed of 4 squares.					
Core	Surgical Expertise	Trained in Treat Injury	You can perform surgery in 10 minutes instead of 1 hour.		X			
Rebel	Survivor of Ryloth	Twi'lek	Make Survival checks to resist extreme heat and cold.					
Unleashed	Swarm	Coordinated Attack	Gain +1 bonus on melee attack rolls when allies are adjacent.	X				
Scum	Tactical Advantage	Combat Reflexes	Make attack of opportunity and move 1 square.					
Starship	Tactical Genius	Starship Tactics, Vehicular Combat, trained in Pilot	Regain all spent starship maneuvers on a natural 20.					
Starship	Tech Specialist	Trained in Mechanics	You can modify devices, armour, weapons, droids, and vehicles.		X	X		
Rebel	Thick Skin	Trandoshan	Gain a +2 species bonus to your Fortitude Defence.					
Core	Throw	Trip, base attack bonus +1	Throw a grappled opponent up to 1 square beyond your reach and deal damage.					X
Core	Toughness	-	Gain +1 hit point per character level.					X
Clone	Trench Warrior	-	When you have cover against an enemy's ranged attacks, gain a +1 bonus on attack rolls against that enemy.					X
Core	Trip	Base attack bonus +1	Trip an opponent that you've grappled, knocking it prone.					X
Core	Triple Attack	Base attack bonus +9, Double Attack (chosen weapon), proficient with chosen weapon	Make second extra attack during full attack, additional -5 penalty to all attacks.		X			X
Core	Triple Crit	Proficient with weapon, base attack bonus +8	Deal triple damage on a critical hit.		X			X
Kotor	Tumble Defence	Dex 13, proficient with melee weapon	Your martial ability makes it harder for opponents to tumble past.	X				X
Scum	Umpulsive Flight	-	Withdraw faster when damaged.					
Unleashed	Unleashed	Destiny	Unlocks Unleashed abilities.					
Rebel	Unstoppable Combatant	Extra Second Wind	Catch more than one second wind in an encounter.					

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Jedi	Unswerving Resolve	Bast attack bonus +2	Gain a temporary Force Point when you beat a feat effect or mind-affecting effect.					
Rebel	Unwavering Focus	Zabrak	Impose a penalty to skill checks for mind affecting effects that target you.					
Clone	Unwavering Resolve	Trained in Perception	Gain a +5 bonus to Will Defence against Deception and Persuasion checks.	X	X			
Legacy	Vehicle Systems Expertise	Tech Specialist, trained in Mechanics	Recharge shields or reroute power on a vehicle faster than normal.			X	X	
Core	Vehicular Combat	Trained in Pilot	Negate one attack per round against the vehicle you're piloting.			X	X	X
Rebel	Vehicular Surge	Trained in Pilot	Once per day, gain bonus hit points for a vehicle you pilot.			X	X	X
Rebel	Veteran Spacer	Duros	Gain a bonus to Use Computer checks made to astrogate.					
Rebel	Vitality Surge	Extra Second Wind	Catch a second wind even when not at or below half hit points.					
Rebel	Warrior Heritage	Gungan	Gain a bonus to Will Defence when using an atlatl; or cesta.					
Clone	Wary Defender	-	Gain a +2 bonus to Fortitude Defence and Will Defence while fighting defensively.	X	X			X
Core	Weapon Finesse	Base attack bonus +1	Use dex modifier instead of Str modifier on attack rolls with light melee weapons and lightsabers.	X	X			
Core	Weapon Focus	Proficiency with weapon	+1 bonus on attack rolls with selected weapon.	X				X
Core	Weapon Proficiency	-	Ignore -5 penalty on attack rolls with weapons of a particular type.		X	X	X	X
Core	Whirlwind Attack	Dex 13, Int 13, Melee Defence, base attack bonus +4	Make one melee attack against each opponent within reach.					
Scum	Wicked Strike	Rapid Strike	Gain extra attack on a second target upon damaging the first target.					
Kotor	Withdrawal Strike	Base atck bonus +5, proficient with melee weapon used	You can make attacks of opportunity against enemies using the withdraw action.	X				X
Rebel	Wroshyr Rage	Wookiee	Gain bonus hit points when raging.					
Legacy	Zero Range	Point Blank Shot	Gain a +1 bonus on an attack roll and gain +1 die of damage on a hit to a target adjacent to you.		X			X



RAKEESH_SORREL'S COMPLETE FEAT LISTING

VOL.	FEAT	PREREQUISITES	BENEFIT	Jedi Noble Scoundrel Scout Soldier
Clone	Unstoppable Force	-	Gain a +5 bonus to Fortitude Defence and Will Defence against any effect requiring a Use the Force check.	X
Clone	Unwavering Resolve	Trained in Perception	Gain a +5 bonus to Will Defence against Deception and Persuasion checks.	X
Clone	Wary Defender	-	Gain a +2 bonus to Fortitude Defence and Will Defence while fighting defensively.	X
Core	Acrobatic Strike	Trained in Acrobatics	Gain +5 bonus on next attack against opponent you tumble past.	X
Core	Cleave	Str 13, Power Attack	Extra melee attack after dropping target.	X
Core	Combat Reflexes	-	Gain additional attacks of opportunity	X
Core	Dodge	Dex 13	Gain a +1 dodge bonus to Reflex Defence against a selected target.	X
Core	Double Attack	Base attack bonus +6, proficient with weapon	Make extra attack during full attack, -5 penalty to all attacks.	X
Core	Dual Weapon Mastery I	dex 13, base attack bonus +1	Take a -5 penalty on attacks when attacking with two weapon or both ends of a double weapon.	X
Core	Dual Weapon Mastery II	Dex 15, base attack bonus +6, Dual Weapon Mastery I	Take a -2 penalty on attacks when attacking with two weapon or both ends of a double weapon.	X
Core	Dual Weapon Mastery III	Dex 17, base attack bonus +11 Dual Weapon Mastery I, Dual Weapon Mastery II	Take no penalty on attacks when attacking with two weapon or both ends of a double weapon.	X
Core	Great Cleave	Str 13, Power Attack, Cleave, base attack bonus +4	No limit to cleave attacks each round.	X
Core	Improved Charge	Dex 13, Dodge Mobility	You can charge without moving in a straight line.	X
Core	Improved Disarm	Int 13, Melee Defence	Gain +5 bonus on melee attacks to disarm an opponent.	X
Core	Martial Arts I	-	Increase damage from unarmed attacks by one die step; gain +1 dodge bonus to Reflex Defence	X
Core	Martial Arts II	Martial Arts I, base attack bonus +3	Increase damage from unarmed attacks by one die step; gain +1 dodge bonus to Reflex Defence	X
Core	Martial Arts III	Martial Arts I, Martial Arts II, base attack bonus +6	Increase damage from unarmed attacks by one die step; gain +1 dodge bonus to Reflex Defence	X
Core	Melee Defence	Int 13	Trade attack bonus on melee attacks for a dodge bonus to Reflex Defence.	X
Core	Mobility	Dex 13, Dodge	Gain +5 dodge bonus to Reflex Defence against some attacks of opportunity.	X
Core	Power Attack	Str 13	Trade attack bonus for damage on melee attacks (up to your base attack bonus).	X
Core	Powerful Charge	Medium or larger size, base attack bonus +1	Gain +2 bonus on your attack roll while charging and deal extra damage.	X
Core	Quick Draw	Base attack bonus +1	Draw weapon as a swift action.	X
Core	Rapid Strike	Dex 13, base attack bonus +1, proficiency with weapon	Take a -2 penalty on a ranged attack roll to deal +1 die of damage.	X
Core	Running Attack	Dex 13	Move before and after making an attack.	X
Core	Skill Focus	-	Gain +5 competence bonus on skill checks with one trained skill.	X
Core	Skill Training	-	You become trained in one class skill.	X
Core	Strong in the Force	-	Roll d8s instead of d6s when you spend a Force Point.	X
Core	Triple Attack	Base attack bonus +9, Double Attack (chosen weapon), proficient with chosen weapon	Make second extra attack during full attack, additional -5 penalty to all attacks.	X
Core	Triple Crit	Proficient with weapon, base attack bonus +8	Deal triple damage on a critical hit.	X
Core	Weapon Finesse	Base attack bonus +1	Use dex modifier instead of Str modifier on attack rolls with light melee weapons and lightsabers.	X
Core	Weapon Focus	Proficiency with weapon	+1 bonus on attack rolls with selected weapon.	X
Kotor	Accelerated Strike	Base attack bonus +6	Once per encounter, make a full attack as a standard action.	X
Kotor	Critical Strike	Base attack bonus +9, proficient with melee weapon used, Weapon Focus	Increase critical threat range of an attack.	X
Kotor	Force Readiness	-	Spend Force Points even if it is not your turn.	X
Kotor	Flurry	Dex 13	Increase attack bonus, with penalties to Reflex Defence.	X
Kotor	Improved Rapid Strike	Rapid Strike, light melee weapon	Trade -5 penalty on attack roll for +2 dice of damage when using light melee weapon.	X
Kotor	Tumble Defence	Dex 13, proficient with melee weapon	Your martial ability makes it harder for opponents to tumble past.	X
Kotor	Withdrawal Strike	Base atck bonus +5, proficient with melee weapon used	You can make attacks of opportunity against enemies using the withdraw action.	X
Legacy	Attack Combo (Melee)	Base attack bonus +3	Deal +1 die of damage on ranged attacks until the end of your next turn after hitting an enemy with two consecutive melee or unarmed attacks.	X
Legacy	Brink of Death	-	Attacks that would kill your enemy reduces them to 0 hit points instead.	X
Legacy	Feat of Strength	Str 15	Take 10 or 20 on one Strength check or related skill check per encounter.	X
Legacy	Grapple Resistance	-	Gain a +5 bonus to resist grab and grapple attacks.	X
Rebel	Assured Attack	-	Reroll the lowest damage die when making a successful attack.	X
Rebel	Deft Charge	-	Take swift actions, reactions, and free actions after you charge before your turn ends.	X
Rebel	Fast Surge	-	Catch a second wind as a free action on your turn.	X
Rebel	Moving Target	Dodge	Gain a bonus to Reflex Defence when you remain mobile.	X
Rebel	Rapid Reaction	-	React twice to the same trigger once per encounter.	X
Rebel	Recovering Surge	-	Move up the condition track when you catch a second wind.	X
Unleashed	Savage Attack	Double Attack, proficient with weapon	Add +1 die of damage when successful on a full attack.	X
Unleashed	Swarm	Coordinated Attack	Gain +1 bonus on melee attack rolls when allies are adjacent.	X

Questions? Comments?



RAKEESH_SORREL'S COMPLETE FEAT LISTING

VOL.	FEAT	PREREQUISITES	BENEFIT	Jedi Noble Scoundrel Scout Soldier
Clone	Unwavering Resolve	Trained in Perception	Gain a +5 bonus to Will Defence against Deception and Persuasion checks.	X
Clone	Wary Defender	-	Gain a +2 bonus to Fortitude Defence and Will Defence while fighting defensively.	X
Clone	Experienced Medic	Trained in Treat Injury	Perform surgery on multiple creatures simultaneously.	X
Clone	Leader of Droids	-	Allied droids benefit from your beneficial mind-affecting effects.	X
Core	Melee Defence	Int 13	Trade attack bonus on melee attacks for a dodge bonus to Reflex Defence.	X
Core	Skill Focus	-	Gain +5 competence bonus on skill checks with one trained skill.	X
Core	Skill Training	-	You become trained in one class skill.	X
Core	Weapon Finesse	Base attack bonus +1	Use dex modifier instead of Str modifier on attack rolls with light melee weapons and lightsabers.	X
Core	Armour Proficiency (light)	-	No penalty on attacks and no armor check penalty while wearing light armour	X
Core	Cybernetic Surgery	Trained in Treat Injury	Install a cybernetic prosthesis onto a living being.	X
Core	Exotic Weapon Proficiency	Base attack bonus +1	Wield an exotic weapon without penalty.	X
Core	Linguist	Int 13	Gain bonus languages equal to 1 + your Int modifier (minimum 1).	X
Core	Surgical Expertise	Trained in Treat Injury	You can perform surgery in 10 minutes instead of 1 hour.	X
Core	Weapon Proficiency	-	Ignore -5 penalty on attack rolls with weapons of a particular type.	X
Kotor	Flurry	Dex 13	Increase attack bonus, with penalties to Reflex Defence.	X
Kotor	Quick Skill	-	Take 10 on skill checks when rushed, take 20 in half normal time.	X
Legacy	Biotech Specialist	Trained in Mechanics	Make custom modifications to Yuuzhan Vong biotech.	X
Legacy	Biotech Surgery	Trained in Treat Injury	Install a biotech prosthesis onto a living being.	X
Legacy	Return Fire	Dex 15, Quick Draw, Weapon Focus (chosen exotic ranged weapon or weapon group)	You may make a single ranged attack as a reaction to a ranged attack against you with the chosen weapon group.	X
Legacy	Returning Bug	Proficient with weapon used	Thrown razor bugs and thug bugs return to your hand on a miss.	X
Rebel	Fast Surge	-	Catch a second wind as a free action on your turn.	X
Rebel	Rapid Reaction	-	React twice to the same trigger once per encounter.	X
Rebel	Recovering Surge	-	Move up the condition track when you catch a second wind.	X
Starship	Tech Specialist	Trained in Mechanics	You can modify devices, armour, weapons, droids, and vehicles.	X
Unleashed	Informer	Trained in the Perception skill, Skill Focus (Perception)	Gather information with Perception skill, and do it faster.	X
Unleashed	Rapport	Wis 13	Grant an additional +2 bonus when using the aid another action.	X
Unleashed	Recall	Trained in one Knowledge skill	Reroll any Knowledge skill check, keeping the better result.	X



RAKEESH_SORREL'S COMPLETE FEAT LISTING

Jedi
Noble
Scoundrel
Scout
Soldier

VOL.	FEAT	PREREQUISITES	BENEFIT	
Clone	Droidcraft	Trained in Mechanics	Repair a droid in 10 minutes instead of 1 hour.	X
Clone	Droid Hunter	Proficient with weapon used	Deal +2 damage to droid enemies, or +4 when using an ion weapon.	X
Clone	Expert Droid Repair	Trained in Mechanics	Repair multiple droids simultaneously.	X
Clone	Flash and Clear	-	Gain concealment against a target you damage with a burst or splash weapon.	X
Core	Melee Defence	Int 13	Trade attack bonus on melee attacks for a dodge bonus to Reflex Defence.	X
Core	Skill Focus	-	Gain +5 competence bonus on skill checks with one trained skill.	X
Core	Skill Training	-	You become trained in one class skill.	X
Core	Weapon Proficiency	-	Ignore -5 penalty on attack rolls with weapons of a particular type.	X
Core	Dodge	Dex 13	Gain a +1 dodge bonus to Reflex Defence against a selected target.	X
Core	Mobility	Dex 13, Dodge	Gain +5 dodge bonus to Reflex Defence against some attacks of opportunity.	X
Core	Quick Draw	Base attack bonus +1	Draw weapon as a swift action.	X
Core	Running Attack	Dex 13	Move before and after making an attack.	X
Core	Deadeye	Point Blank Shot, Precise Shot, base attack bonus +4	If you aim, deal extra damage.	X
Core	Precise Shot	Point Blank Shot	No -5 penalty for shooting into melee.	X
Core	Rapid Shot	Str 13, base attack bonus +1, proficiency with weapon	Take a -2 penalty on a ranged attack roll to deal +1 die of damage.	X
Core	Vehicular Combat	Trained in Pilot	Negate one attack per round against the vehicle you're piloting.	X
Kotor	Quick Skill	-	Take 10 on skill checks when rushed, take 20 in half normal time.	X
Kotor	Gearhead	-	Make Mechanics and Use Computer checks quickly.	X
Kotor	Implant Training	Possess a cybernetic implant	You take no penalty to Will Defence with cybernetic implants.	X
Kotor	Poison Resistance	Con 13	You are inherently more resistant to poison.	X
Kotor	Sniper Shot	Proficient with ranged weapon/group	Increase accuracy at a -5 Reflex Defence penalty.	X
Legacy	Biotech Specialist	Trained in Mechanics	Make custom modifications to Yuuzhan Vong biotech.	X
Legacy	Return Fire	Dex 15, Quick Draw, Weapon Focus (chosen exotic ranged weapon or weapon group)	You may make a single ranged attack as a reaction to a ranged attack against you with the chosen weapon group.	X
Legacy	Returning Bug	Proficient with weapon used	Thrown razor bugs and thug bugs return to your hand on a miss.	X
Legacy	Attack Combo (Ranged)	Base attack bonus +3	Deal +1 die of damage on ranged attacks until the end of your next turn after hitting an enemy with two consecutive ranged attacks.	X
Legacy	Fatal Hit	Str 13, Dex 13	You automatically kill an enemy that you reduce to 0 hit points, and you can perform a coupe de grace as a standard action.	X
Legacy	Vehicle Systems Expertise	Tech Specialist, trained in Mechanics	Recharge shields or reroute power on a vehicle faster than normal.	X
Legacy	Zero Range	Point Blank Shot	Gain a +1 bonus on an attack roll and gain +1 die of damage on a hit to a target adjacent to you.	X
Rebel	Fast Surge	-	Catch a second wind as a free action on your turn.	X
Rebel	Rapid Reaction	-	React twice to the same trigger once per encounter.	X
Rebel	Recovering Surge	-	Move up the condition track when you catch a second wind.	X
Rebel	Moving Target	Dodge	Gain a bonus to Reflex Defence when you remain mobile.	X
Rebel	Prime Shot	Point Blank Shot	Gain a bonus to attack rolls when none of your allies are near the target.	X
Rebel	Vehicular Surge	Trained in Pilot	Once per day, gain bonus hit points for a vehicle you pilot.	X
Starship	Tech Specialist	Trained in Mechanics	You can modify devices, armour, weapons, droids, and vehicles.	X
Unleashed	Advantageous Attack	Base attack bonus +1	Add full heroic level to attacks against slower enemies.	X
Unleashed	Advantageous Cover	Trained in the Stealth skill	Gain the additional benefits from cover.	X
Unleashed	Bad Feeling	-	Always take a move action during the surprise round.	X
Unleashed	Crossfire	Point Blank Shot, Precise Shot, base attack bonus +6	Redirect missed attacks against soft cover.	X
Unleashed	Cunning Attack	-	Gain +2 on attack rolls against flat-footed enemies.	X
Unleashed	Scavenger	-	Gather materials for building objects.	X



RAKEESH_SORREL'S COMPLETE FEAT LISTING

Jedi
Noble
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Scout
Soldier

VOL.	FEAT	PREREQUISITES	BENEFIT	
Clone	Droidcraft	Trained in Mechanics	Repair a droid in 10 minutes instead of 1 hour.	X
Clone	Droid Hunter	Proficient with weapon used	Deal +2 damage to droid enemies, or +4 when using an ion weapon.	X
Clone	Expert Droid Repair	Trained in Mechanics	Repair multiple droids simultaneously.	X
Clone	Flash and Clear	-	Gain concealment against a target you damage with a burst or splash weapon.	X
Core	Skill Focus	-	Gain +5 competence bonus on skill checks with one trained skill.	X
Core	Skill Training	-	You become trained in one class skill.	X
Core	Weapon Proficiency	-	Ignore -5 penalty on attack rolls with weapons of a particular type.	X
Core	Dodge	Dex 13	Gain a +1 dodge bonus to Reflex Defence against a selected target.	X
Core	Mobility	Dex 13, Dodge	Gain +5 dodge bonus to Reflex Defence against some attacks of opportunity.	X
Core	Running Attack	Dex 13	Move before and after making an attack.	X
Core	Deadeye	Point Blank Shot, Precise Shot, base attack bonus +4	If you aim, deal extra damage.	X
Core	Precise Shot	Point Blank Shot	No -5 penalty for shooting into melee.	X
Core	Rapid Shot	Str 13, base attack bonus +1, proficiency with weapon	Take a -2 penalty on a ranged attack roll to deal +1 die of damage.	X
Core	Vehicular Combat	Trained in Pilot	Negate one attack per round against the vehicle you're piloting.	X
Core	Armour Proficiency (light)	-	No penalty on attacks and no armor check penalty while wearing light armour	X
Core	Linguist	Int 13	Gain bonus languages equal to 1 + your Int modifier (minimum 1).	X
Core	Armour Proficiency (medium)	Armor Proficiency (light)	No penalty on attacks and no armor check penalty while wearing light or medium armour.	X
Core	Armour Proficiency (heavy)	Armor Proficiency (light), Armor Proficiency (medium)	No penalty on attacks and no armor check penalty while wearing light, medium or heavy armour.	X
Core	Careful Shot	Point Blank Shot, base attack bonus +2	If you aim, gain +1 bonus on the attack roll.	X
Core	Far Shot	Point Blank Shot	Range penalties for short-, medium-, and long-ranged attacks are reduced.	X
Core	Point Blank Shot	-	+1 bonus on ranged attacks and damage against point blank foes.	X
Core	Sniper	Point Blank Shot, Precise Shot, base attack bonus +4	You ignore soft cover when making a ranged attack.	X
Kotor	Gearhead	-	Make Mechanics and Use Computer checks quickly.	X
Kotor	Poison Resistance	Con 13	You are inherently more resistant to poison.	X
Kotor	Conditioning	Str 13, Con 13	Reroll Strength- and Constitution-based skill checks.	X
Kotor	Increased Agility	Conditioning	Increase Climb speed, Swim speed, and Jump distance by 2 squares.	X
Legacy	Return Fire	Dex 15, Quick Draw, Weapon Focus (chosen exotic ranged weapon or weapon group)	You may make a single ranged attack as a reaction to a ranged attack against you with the chosen weapon group.	X
Legacy	Attack Combo (Ranged)	Base attack bonus +3	Deal +1 die of damage on ranged attacks until the end of your next turn after hitting an enemy with two consecutive ranged attacks.	X
Legacy	Fatal Hit	Str 13, Dex 13	You automatically kill an enemy that you reduce to 0 hit points, and you can perform a coupe de grace as a standard action.	X
Legacy	Vehicle Systems Expertise	Tech Specialist, trained in Mechanics	Recharge shields or reroute power on a vehicle faster than normal.	X
Legacy	Feat of Strength	Str 15	Take 10 or 20 on one Strength check or related skill check per encounter.	X
Legacy	Grapple Resistance	-	Gain a +5 bonus to resist grab and grapple attacks.	X
Rebel	Fast Surge	-	Catch a second wind as a free action on your turn.	X
Rebel	Rapid Reaction	-	React twice to the same trigger once per encounter.	X
Rebel	Recovering Surge	-	Move up the condition track when you catch a second wind.	X
Rebel	Moving Target	Dodge	Gain a bonus to Reflex Defence when you remain mobile.	X
Rebel	Prime Shot	Point Blank Shot	Gain a bonus to attack rolls when none of your allies are near the target.	X
Rebel	Vehicular Surge	Trained in Pilot	Once per day, gain bonus hit points for a vehicle you pilot.	X
Rebel	Deft Charge	-	Take swift actions, reactions, and free actions after you charge before your turn ends.	X
Rebel	Rebel Military Training	Running Attack	Gain a dodge bonus to Reflex Defence when using Running Attack.	X
Unleashed	Advantageous Attack	Base attack bonus +1	Add full heroic level to attacks against slower enemies.	X
Unleashed	Advantageous Cover	Trained in the Stealth skill	Gain the additional benefits from cover.	X
Unleashed	Bad Feeling	-	Always take a move action during the surprise round.	X
Unleashed	Cunning Attack	-	Gain +2 on attack rolls against flat-footed enemies.	X



RAKEESH SORREL'S COMPLETE FEAT LISTING

Jedi
Noble
Scoundrel
Scout
Soldier

VOL.	FEAT	PREREQUISITES	BENEFIT	
Clone	Droid Hunter	Proficient with weapon used	Deal +2 damage to droid enemies, or +4 when using an ion weapon.	X
Clone	Flash and Clear	-	Gain concealment against a target you damage with a burst or splash weapon.	X
Clone	Wary Defender	-	Gain a +2 bonus to Fortitude Defence and Will Defence while fighting defensively.	X
Clone	Experienced Medic	Trained in Treat Injury	Perform surgery on multiple creatures simultaneously.	X
Core	Skill Focus	-	Gain +5 competence bonus on skill checks with one trained skill.	X
Core	Skill Training	-	You become trained in one class skill.	X
Core	Weapon Proficiency	-	Ignore -5 penalty on attack rolls with weapons of a particular type.	X
Core	Running Attack	Dex 13	Move before and after making an attack.	X
Core	Deadeye	Point Blank Shot, Precise Shot, base attack bonus +4	If you aim, deal extra damage.	X
Core	Precise Shot	Point Blank Shot	No -5 penalty for shooting into melee.	X
Core	Rapid Shot	Str 13, base attack bonus +1, proficiency with weapon	Take a -2 penalty on a ranged attack roll to deal +1 die of damage.	X
Core	Vehicular Combat	Trained in Pilot	Negate one attack per round against the vehicle you're piloting.	X
Core	Armour Proficiency (heavy)	Armor Proficiency (light), Armor Proficiency (medium)	No penalty on attacks and no armor check penalty while wearing light, medium or heavy armour.	X
Core	Careful Shot	Point Blank Shot, base attack bonus +2	If you aim, gain +1 bonus on the attack roll.	X
Core	Far Shot	Point Blank Shot	Range penalties for short-, medium-, and long-ranged attacks are reduced.	X
Core	Point Blank Shot	-	+1 bonus on ranged attacks and damage against point blank foes.	X
Core	Sniper	Point Blank Shot, Precise Shot, base attack bonus +4	You ignore soft cover when making a ranged attack.	X
Core	Melee Defence	Int 13	Trade attack bonus on melee attacks for a dodge bonus to Reflex Defence.	X
Core	Quick Draw	Base attack bonus +1	Draw weapon as a swift action.	X
Core	Exotic Weapon Proficiency	Base attack bonus +1	Wield an exotic weapon without penalty.	X
Core	Cleave	Str 13, Power Attack	Extra melee attack after dropping target.	X
Core	Combat Reflexes	-	Gain additional attacks of opportunity	X
Core	Double Attack	Base attack bonus +6, proficient with weapon	Make extra attack during full attack, -5 penalty to all attacks.	X
Core	Dual Weapon Mastery I	dex 13, base attack bonus +1	Take a -5 penalty on attacks when attacking with two weapon or both ends of a double weapon.	X
Core	Dual Weapon Mastery II	Dex 15, base attack bonus +6, Dual Weapon Mastery I	Take a -2 penalty on attacks when attacking with two weapon or both ends of a double weapon.	X
Core	Dual Weapon Mastery III	Dex 17, base attack bonus +11 Dual Weapon Mastery I, Dual Weapon Mastery II	Take no penalty on attacks when attacking with two weapon or both ends of a double weapon.	X
Core	Great Cleave	Str 13, Power Attack, Cleave, base attack bonus +4	No limit to cleave attacks each round.	X
Core	Improved Charge	Dex 13, Dodge Mobility	You can charge without moving in a straight line.	X
Core	Improved Disarm	Int 13, Melee Defence	Gain +5 bonus on melee attacks to disarm an opponent.	X
Core	Martial Arts I	-	Increase damage from unarmed attacks by one die step; gain +1 dodge bonus to Reflex Defence	X
Core	Martial Arts II	Martial Arts I, base attack bonus +3	Increase damage from unarmed attacks by one die step; gain +1 dodge bonus to Reflex Defence	X
Core	Martial Arts III	Martial Arts I, Martial Arts II, base attack bonus +6	Increase damage from unarmed attacks by one die step; gain +1 dodge bonus to Reflex Defence	X
Core	Power Attack	Str 13	Trade attack bonus for damage on melee attacks (up to your base attack bonus).	X
Core	Rapid Strike	Dex 13, base attack bonus +1, proficiency with weapon	Take a -2 penalty on a ranged attack roll to deal +1 die of damage.	X
Core	Triple Attack	Base attack bonus +9, Double Attack (chosen weapon), proficient with chosen weapon	Make second extra attack during full attack, additional -5 penalty to all attacks.	X
Core	Triple Crit	Proficient with weapon, base attack bonus +8	Deal triple damage on a critical hit.	X
Core	Weapon Focus	Proficiency with weapon	+1 bonus on attack rolls with selected weapon.	X
Kotor	Conditioning	Str 13, Con 13	Reroll Strength- and Constitution-based skill checks.	X
Kotor	Increased Agility	Conditioning	Increase Climb speed, Swim speed, and Jump distance by 2 squares.	X
Kotor	Sniper Shot	Proficient with ranged weapon/group	Increase accuracy at a -5 Reflex Defence penalty.	X
Kotor	Flurry	Dex 13	Increase attack bonus, with penalties to Reflex Defence.	X
Legacy	Attack Combo (Ranged)	Base attack bonus +3	Deal +1 die of damage on ranged attacks until the end of your next turn after hitting an enemy with two consecutive ranged attacks.	X
Legacy	Fatal Hit	Str 13, Dex 13	You automatically kill an enemy that you reduce to 0 hit points, and you can perform a coupe de grace as a standard action.	X
Legacy	Feat of Strength	Str 15	Take 10 or 20 on one Strength check or related skill check per encounter.	X
Legacy	Grapple Resistance	-	Gain a +5 bonus to resist grab and grapple attacks.	X
Legacy	Zero Range	Point Blank Shot	Gain a +1 bonus on an attack roll and gain +1 die of damage on a hit to a target adjacent to you.	X
Rebel	Fast Surge	-	Catch a second wind as a free action on your turn.	X
Rebel	Rapid Reaction	-	React twice to the same trigger once per encounter.	X
Rebel	Recovering Surge	-	Move up the condition track when you catch a second wind.	X
Rebel	Prime Shot	Point Blank Shot	Gain a bonus to attack rolls when none of your allies are near the target.	X
Rebel	Vehicular Surge	Trained in Pilot	Once per day, gain bonus hit points for a vehicle you pilot.	X
Rebel	Deft Charge	-	Take swift actions, reactions, and free actions after you charge before your turn ends.	X
Rebel	Rebel Military Training	Running Attack	Gain a dodge bonus to Reflex Defence when using Running Attack.	X
Unleashed	Advantageous Attack	Base attack bonus +1	Add full heroic level to attacks against slower enemies.	X
Unleashed	Crossfire	Point Blank Shot, Precise Shot, base attack bonus +6	Redirect missed attacks against soft cover.	X
Unleashed	Rapport	Wis 13	Grant an additional +2 bonus when using the aid another action.	X

Questions? Comments?



RAKEESH SORREL'S COMPLETE FEAT LISTING

Jedi
Noble
Scoundrel
Scout
Soldier

VOL.	FEAT	PREREQUISITES	BENEFIT	
Clone	Unstoppable Force	-	Gain a +5 bonus to Fortitude Defence and Will Defence against any effect requiring a Use the Force check.	X
Clone	Artillery Shot	Proficient with weapon used	You increase the efficacy of your burst and splash weapon attacks.	X
Clone	Coordinated Barrage	coordinated Attack, base attack bonus +5	Allow an ally to deal more damage when you aid his attack.	X
Clone	Flood of Fire	Proficient with weapon used	Ignore enemies' dodge and deflection bonuses to Reflex Defence when making area attacks with a weapon set on autofire.	X
Clone	Grand Army of the Republic Training	Proficient with armour worn	Apply your armour's equipment bonus to your Will Defence.	X
Clone	Gunnery Specialist	Base attack bonus +1	Reroll an attack made with a vehicle weapon.	X
Clone	Overwhelming Attack	-	Any attempt to negate your attack takes a -5 penalty on the attack roll or skill check.	X
Clone	Separatist Military Training	-	Gain a +1 bonus on an attack roll while adjacent to an ally.	X
Clone	Trench Warrior	-	When you have cover against an enemy's ranged attacks, gain a +1 bonus on attack rolls against that enemy.	X
Core	Bantha Rush	Str 13, base attack bonus +1	Push opponent 1 square after making a successful melee attack.	X
Core	Charging Fire	Base attack bonus +4	Make ranged attack at the end of a charge, at a -2 penalty.	X
Core	Coordinated Attack	Base attack bonus +2	Automatic success with aid another action at point blank range.	X
Core	Crush	Pin, base attack bonus +1	Deal unarmed or claw damage to a pinned opponent.	X
Core	Mighty Swing	Str 13	Spend two swift actions to deal extra damage in melee.	X
Core	Pin	Base attack bonus +1	Grappled opponent is pinned for 1 round, can't move, and loses its Dexterity bonus to Reflex Defence.	X
Core	Shake it Off	Con 13, trained in Endurance	Spend two swift actions to move +1 step along the condition track.	X
Core	Throw	Trip, base attack bonus +1	Throw a grappled opponent up to 1 square beyond your reach and deal damage.	X
Core	Toughness	-	Gain +1 hit point per character level.	X
Core	Trip	Base attack bonus +1	Trip an opponent that you've grappled, knocking it prone.	X
Kotor	Accelerated Strike	Base attack bonus +6	Once per encounter, make a full attack as a standard action.	X
Kotor	Critical Strike	Base attack bonus +9, proficient with melee weapon used, Weapon Focus	Increase critical threat range of an attack.	X
Kotor	Improved Rapid Strike	Rapid Strike, light melee weapon	Trade -5 penalty on attack roll for +2 dice of damage when using light melee weapon.	X
Kotor	Tumble Defence	Dex 13, proficient with melee weapon	Your martial ability makes it harder for opponents to tumble past.	X
Kotor	Withdrawal Strike	Base attack bonus +5, proficient with melee weapon used	You can make attacks of opportunity against enemies using the withdraw action.	X
Kotor	Power Blast	Dex 13	Trade attack bonus for damage on ranged attacks (up to your base attack bonus).	X
Legacy	Attack Combo (Melee)	Base attack bonus +3	Deal +1 die of damage on ranged attacks until the end of your next turn after hitting an enemy with two consecutive melee or unarmed attacks.	X
Legacy	Brink of Death	-	Attacks that would kill your enemy reduces them to 0 hit points instead.	X
Legacy	Attack Combo (Fire and Strike)	Attack Combo (Melee), Attack Combo (Ranged), Base attack bonus +9	Deal +1 die of damage on ranged attacks until the end of your next turn after hitting an enemy with two consecutive melee, unarmed, or ranged attacks.	X
Legacy	Autofire Assault	Weapon Focus (chosen weapon)	Decrease penalty on autofire attack and inflict extra damage when sustaining fire.	X
Legacy	Autofire Sweep	Weapon Focus (chosen weapon)	Sweep a wide area while using autofire mode.	X
Legacy	Galactic Alliance Military Training	-	You do not move down the condition track the first time an attack exceeds your damage threshold, and you gain access to the Brawler talent tree.	X
Legacy	Knock Heads	Dex 13, Str 13, Multi-Grab	You may knock two opponents' heads together after a successful multi-grab.	X
Legacy	Multi-Grab	Dex 13	You may grab two opponents as a standard action.	X
Legacy	Rancor Crush	Str 15, Crush, Pin, base attack bonus +1	Move an enemy -1 step down the condition track when using the Crush feat.	X
Rebel	Assured Attack	-	Reroll the lowest damage die when making a successful attack.	X
Rebel	Imperial Military Training	-	Negate one mind-affecting effect per encounter.	X
Threats	Hard Target	Though as Nails	Gain second wind as a reaction instead of a swift action.	X
Unleashed	Savage Attack	Double Attack, proficient with weapon	Add +1 die of damage when successful on a full attack.	X
Unleashed	Angled Throw	Dex 13	Ignore cover with grenades and grenadelike weapons.	X
Unleashed	Blaster Barrage	Coordinated Attack	Automatically aid another when using autofire attacks.	X
Unleashed	Improved Bantha Rush	Str 15, Bantha Rush, base attack bonus +1	Push foes away a number of squares equal to Str modifier.	X
Unleashed	Mighty Throw	Str 13	Add Str bonus to ranged attack rolls.	X
Unleashed	Strafe	Running Attack	Attack multiple targets as you move past them.	X

Questions? Comments?