Special Abilities

Feats

Dahak's Quick Penrose Process

As a swift action, you may spend a number of resolve points in order to extract energy from your black hole generator to power graviton stellar revelations. At 7th level, you may spend one resolve point to use this with your Black Hole revelation. At 8th level, you may spend two resolve points to use this ability with any graviton stellar revelations that have a minimum level of 2nd. At 12th level, you may spend three resolve points for a revelation with minimum level 6th. At 16th level, you may spend four resolve points for a revelation with minimum level 10th. At 20th level, you may spend five resolve points for a revelation with minimum level 14th. For the purposes of calculating disproportionate revelations, this counts as one graviton revelation until 15th level, at which point it counts as two.

Quick Recall

As a swift action, you may spend a number of resolve points in order to recover a spell slot you have used previously in the day, as though you have not cast a spell using it. You must spend a number of resolve points equal to the level of the spell slot that you wish to recall. You do not need to use the spell slot in the same round that the resolve points are spent.

Zach's Quick Precision

As a swift action, you may call out a specific loctation on your target. Make a perception check with the same DC as your trick attack. If your perception check succeeds, you add your trick attack damage to the next successful ranged attack made as part of a standard action this turn. The target must be an otherwise valid target for your trick attack, and you must be using a ranged weapon that you can make a trick attack with. You may spend one resolve point as part of this action in order to use a ranged weapon which you cannot normally make a trick attack with.

Quick Serum

As a swift action, you may spend a resolve point to combine the contents of your microlab to create any serum with an item level no higher than your biohacker level. These serums are non-magical, just like any other serum you can craft without using the Mysticism skill. You may then fire this serum at a party member as though it was one of your biohacks. These serums are unstable, and will cease to function outside of the round in which they are crafted.

Techno's Quick Casting

As a swift action, you may spend a number of resolve points in order to cast a spell that is normally a standard action. You must spend a number of resolve points equal to the level of the spell you are casting. The highest level spell you can cast using this ability is 2 spell levels lower than the highest spell level you can cast. Casting a spell in this manner does not provoke an attack of opportunity, even if it otherwise normally would.

Zoz's Quick Calibration

As a swift action, you may spend a number of resolve points in order to extend the duration of your Calibrate Defenses ability a number of rounds equal to the number of resolve points spent. At 1st level, you need to spend 1 resolve point and increase the duration by 1 round. At 8th level, you need to spend 2 resolve points and extend the duration by 2 rounds. At 16th level, you need to spend 3 resolve points and extend the duration by 3 rounds.

Quick Reposition

As a swift action, you may spend a resolve point in order to perform a combat maneuver to reposition an enemy. Your combat maneuver check is made against your opponents KAC+4, instead of KAC+8. You may only move a target up to 5 feet from their original position as part of this action.

Quick Parry

As a reaction, you may spend a resolve point in order to attempt to parry an attack made against you. Make an attack roll, and compare it to your opponent's attack roll against you. If your attack roll ties or exceeds your opponent's attack roll, you deflect the attack. At 9th level, a successful parry allows you to spend an additional resolve point in order to attempt to make a combat maneuver to reposition your opponent. This requires a usage of your reactive ability in order to use a second reaction in the same round.

Quick Stabilize

As a reaction, when one of your party members is reduced to 0 HP, you may spend a resolve point in order to stabilize them immediately. They need not spend resolve on their turn, and may spend a resolve to Stay in the Fight, and regain 1 HP in the usual manner. At 11th level, you may spend an additional number of resolve points in order to cast a mystic cure spell on the party member affected, equal to the number of resolve points spent.

Al's Quick Refresh

As a swift action, you may transfer a number of stamina points from yourself to an ally. The amount that you may transfer is the same as a Mystic Cure spell, cast two levels lower than your highest spell level. You may spend 1 Resolve Point as part of this action, to increase the amount of Stamina Points transferred to the same as a Mystic Cure spell of only one level lower than your highest spell level.

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