



CHARACTER CUSTOMIZATIONS

Rules Supplement for *Phantasy Star Tabletop Roleplaying™*

Looking to branch out? This rules supplement presents new options for customizing your character beyond the standard features of your profession. These rules are optional and used with the GM's discretion.

Feats allow characters to trade advancements for specialized traits or variant features.

The **Cross-Trained Characters** rules offer alternative options during character creation.

FEATS

Feats are special features not tied to an origin or profession. Each feat represents a talent, training, or area of expertise that gives a character special capabilities beyond their normal character progression.

When a character gains the Ability Improvement feature from their profession, they can choose to take a feat instead of an ability increase.

Each feat can be taken only once, unless the feat's description says otherwise.

Profession feats let a character borrow the training and features of other professions.

Vehicle feats sharpen a character's command of mounts, vehicles, and starships.

PROFESSION FEATS

Profession feats allow a character to adopt training and features from professions other than their own, or improve on existing features.

ADVANCED PRACTITIONER

Prerequisite: Level 12+, the Advanced Techniques feature

Your study of advanced channeling has broadened your repertoire. You learn one additional advanced technique of rank 6 and one of rank 7 from your profession's technique list. You must be able to learn techniques of that rank.

ADVANCED RECON

Prerequisite: Level 8+

You're trained to move unseen and to trust your instincts in the field. You gain the following benefits:

Silent Tread. Wearing armor doesn't impose disadvantage on your Stealth checks.

Sharp Instincts. When you spend a fate point on a Perception, Stealth, or Survival check, you roll two bonus dice instead of one and add both results to the check.

ARMOR ADEPT

Prerequisite: Level 4+

You have trained to fight in heavier protective gear. You gain training with shields, if you don't already have it, and training with the next category of armor you lack, following this order: light armor, medium armor, heavy armor.

You can't take this feat if you already have training with heavy armor and shields, or if you belong to a species that can't wear medium and heavy armor (such as a musk cat).

You can take this feat more than once. Each time you take it after the first, you gain training with the next category of armor you lack.

BREACH ADEPT

Prerequisite: Level 12+, the Limit Breach feature

You have learned to draw on your inner reserves with unusual control. You gain the following benefits:

Controlled Breach. When you fail a saving throw to perform a limit breach or force breach, any psychic damage you take from the failure is halved.

Push Through. Once per long rest, when you fail a saving throw to perform a limit breach or force breach, you can choose to succeed instead.

COMBAT CONDITIONING

Prerequisite: Level 4+

Your combat regimen has tempered your resilience. You gain the Warrior's Level 1 **Second Wind** feature. You can use this feature twice. You regain one expended use when you finish a short rest and all expended uses when you finish a long rest.

If you already have the Second Wind feature, you instead gain one additional use of it.

You can take this feat more than once. Each time you take it after the first, you gain one additional use of Second Wind.

COMBO EXPERT

Prerequisite: Level 8+, the ability to cast techniques

This feat requires use of the Combo Techniques variant rules (see chapter 6 of the core book).

You have drilled the timing of linked techniques until they come as easily as casting alone. You gain the following benefits:

Efficient Direction. When you direct a combo technique, it costs you 1 fate point instead of 2.

Unbroken Focus. Directing or participating in a combo technique doesn't end your concentration on a technique or effect.

CUNNING INITIATE

Prerequisite: Level 4+

You picked up the nimble tactics of an operative. You gain the Operative's Level 2 **Cunning Action** feature.

MARTIAL TRAINING

Prerequisite: Level 8+

You learn the combat disciplines of a warrior. You gain the following benefits:

Combat Training. Choose one option from the Warrior's Level 7 Combat Training feature: Blind Fighting, Defense, or Weapon Expertise. If you already have the Combat Training feature, you must choose an option you don't have.

Weapon Mastery. You gain mastery with one weapon you are proficient with, as defined by your Weapon Mastery feature.

MASTER OF ARMS

Prerequisite: Level 4+, the Weapon Mastery feature

You gain mastery with two weapons of your choice that you are proficient with. Additionally, when you finish a long rest, you can replace one weapon chosen for your Weapon Mastery feature with another weapon you are proficient with.

MASTERY MARVEL

Prerequisite: Level 4+, the Weapon Mastery feature

You have refined your weapon masteries beyond their normal limits. Choose two of the following enhancements. You gain each enhancement's benefit whenever you use the named mastery feature with a mastery weapon.

Focused Burst. Add your ability modifier to the damage of your Burst attacks.

Heavy Cleave. Add your ability modifier to the damage of your Cleave attacks.

Full Volley. Add your ability modifier to the damage of your Volley attacks.

Harrying Sap. Your Sap imposes disadvantage on all of the target's attack rolls (instead of only its next attack roll) before the start of your next turn.

Rallying Mark. When your Mark grants you advantage, the first ally who attacks the marked creature before the end of your next turn also has advantage on that attack roll.

Twin Smash. Your Smash lets you reroll up to two of the weapon's damage dice.

You can take this feat more than once, choosing different enhancements each time.

PROFESSION INITIATE

Prerequisite: Level 4+

You have adopted the foundational training of a specific profession and gain one of its features. You gain this feature as if you were level 1 in that profession, with the adjustments described below.

You do not gain any improvements, upgrades, or additional uses at higher levels unless it's defined in the adjustments below. You also can't choose a feature you already have.

Choose from one of the following features.

Defense Training (Mystic). Choose Intelligence, Wisdom, or Charisma. The feature's bonus uses half that ability's modifier. This choice is permanent.

Regenerative Force (Guardian). Your pool restores a total number of HP equal to three times your level, rather than five times your level.

Savant Specialty (Savant). You can choose the Tech Specialist benefit only if you have the Techniques feature, and its additional prime technique comes from your own profession's technique list.

TP Recovery (Thaumaturge). You must have a TP maximum that can be higher than 0 to choose this feature. You regain TP equal to 4 plus half your level (rounded down), rather than 4 plus your level.

You can take this feat more than once, choosing a different feature each time.

SKILL SPECIALIST

Prerequisite: Level 4+

You gain 2 skill ranks to distribute among your skills. These ranks can't increase a skill beyond the maximum skill rank for your level.

Choose two skills in which you have at least 1 rank (this can include the ranks you just assigned). When making checks using these skills, the bonus provided by the number of ranks is doubled. If you have the Operative's Expertise feature, you must choose skills that don't already benefit from that feature.

TECHNIQUE INITIATE

Prerequisite: Level 4+

You have learned to channel techniques in the tradition of another profession. Choose a profession that has the Techniques feature: guardian, hunter, mystic, savant, or thaumaturge. You gain the following benefits:

Techniques Known. You learn two primes of your choice from the chosen profession's technique list. You also learn one technique of your choice from that list of each rank from 1 through your max tech rank. Whenever your max tech rank increases, you learn one additional technique of your choice of the new rank from the chosen profession's list.

Rank Limit. Techniques learned with this feat use your base max tech rank, which can't exceed 5. You can't learn advanced techniques with this feat, even if you have the Advanced Techniques feature.

Tech Ability. If you have a tech ability from your profession, it is also your tech ability for these techniques. Otherwise, your tech ability for these techniques is the chosen profession's tech ability.

Initiate's Rank. If your profession doesn't define a max tech rank, your max tech rank for techniques learned with this feat is determined by your level, as shown on the Initiate's Rank table.

Technique Points. If your profession doesn't grant a TP maximum, you gain a pool of TP as shown on the Initiate's Rank table. You regain all TP in this pool when you finish a long rest. These points can be used and restored like TP from any other source.

INITIATE'S RANK

Level	Max Tech Rank	TP Pool
4	1	8
9	3	20
13	4	24
17	5	28

You can take this feat more than once, choosing a different profession each time.

Android Initiates. If you're using the **Androids Without Techniques** variant rule, androids can't take this feat unless the GM decides otherwise.

TRAILBLAZER

Prerequisite: Level 4+

You move through arduous regions with practiced ease. You gain the following benefits.

Fleet of Foot. Your speed increases by 10 feet while you aren't wearing heavy armor.

Break Trail. As a special action, you can ignore the effects of difficult terrain until the start of your next turn.

Wayfarer Stacking. The speed bonus from this feat stacks with the Hunter's Wayfarer feature, increasing your speed by an additional 10 feet while you aren't wearing heavy armor.

TWIST OF FATE

Prerequisite: Level 4+

You have a talent for seizing a moment and lending your good fortune to others. You gain the following benefits.

Renewed Resolve. When you finish a short rest, you regain 1 spent fate point. Once you use this benefit, you can't use it again until you finish a long rest.

Shared Fortune. When a creature you can see within 30 feet of you makes an attack roll, check, or saving throw, you can spend 1 fate point to grant that creature your bonus die to roll and add to the result.

As when spending a fate point on your own roll, you can do this after the d20 is rolled but before the GM narrates or applies the results. You can't use this benefit if a fate point was already spent on that roll.

VEHICLE FEATS

These feats enhance a character's capabilities while riding mounts, operating vehicles, or crewing starships, and are acquired in the same way as profession feats. Because their benefits apply during vehicle and starship encounters, GMs should offer them in campaigns where such encounters feature prominently.

ACE DRIVER

Prerequisite: Level 4+, proficiency with at least one vehicle type

You can push a ground, water, or air vehicle to the edge of its performance. You gain the following benefits while you occupy a vehicle's operator station:

Firm Grip. You have advantage on checks and saving throws made to avoid losing control of your vehicle.

Stunt Driver. You have advantage on Dexterity checks made to perform dangerous maneuvers with the Control action.

Controlled Crash. When your vehicle crashes, the crash damage dealt to the vehicle and its occupants is halved.

ACE PILOT

Prerequisite: Level 4+, proficiency with Vehicles (Space)

You are a master at flying spacecraft in dangerous situations. You gain the following benefits:

Steady Hands. While you are a ship's pilot, its Maneuver Defense increases by 2.

Combat Instincts. While you are a ship's pilot, your ship has advantage on initiative rolls.

Defensive Roll. When a ship you are piloting is hit by an attack, you can take a reaction to increase the ship's Defense against that attack by 2 plus your Wisdom modifier, potentially turning the hit into a miss. Once you use this benefit, you can't do so again until you finish a short or long rest.

BEAST RIDER

Prerequisite: Level 4+, proficiency with Vehicles (Beast Mounts)

You and your mount fight as one. You gain the following benefits:

Sure Seat. You have advantage on saving throws made to avoid falling off your mount, and if you do fall off and aren't incapacitated, you land on your feet.

Protective Interposition. When a creature attacks your directed mount, you can choose to become the target of the attack instead.

Fluid Motion. Mounting or dismounting a creature costs you only 5 feet of movement, rather than half your speed.

STARBLAZER

Prerequisite: Level 4+

You have logged countless hours aboard starships. You gain the following benefits:

Crew Training. You gain proficiency with Vehicles (Space) and Vehicle Weapons.

Old Hand. Once per short or long rest, when you fail a d20 roll made as part of a crew maneuver — a pilot maneuver check, an attack roll with a ship's weapon, or a check made to perform a technician maneuver — you can reroll it. You must use the new roll.

STARSHIP GUNNER

Prerequisite: Level 4+, proficiency with Vehicle Weapons

You are specially trained in the use of shipboard weapon systems. You gain the following benefits:

Steady Fire. Your own ship's Evasive Action maneuver doesn't impose disadvantage on your attack rolls. You don't need to take a special action or make a saving throw to avoid it.

Quick Targeting. Once per turn, you can perform the Focused Aim maneuver as a special action instead of an action.

SYSTEMS EXPERT

Prerequisite: Level 4+, proficiency with one artisan's tools

You know starship systems inside and out. You gain the following benefits:

Overcharge. When you succeed on the check for the Power Boost maneuver, your ship gains both listed benefits instead of one.

Rapid Patching. You can perform the Jury Rig maneuver one additional time before your ship requires a patch or full repair.

Efficient Shielding. When you perform the Shield Boost maneuver, the Defense increase lasts until the start of your ship's turn after next.

VEHICLE GUNNER

Prerequisite: Level 4+, proficiency with Vehicle Weapons

You're adept at using weapons while aboard moving vehicles. You gain the following benefits:

Rolling Fire. Being aboard a moving vehicle doesn't impose disadvantage on your attack rolls against targets outside the vehicle.

Quick Aim. While occupying a weapon station, once per turn, you can take the Aim action as a special action instead of an action.

VARIANT: CROSS-TRAINED CHARACTERS

Some characters begin their careers with unconventional training. With your GM's approval, you can customize your profession at level 1 with one or more of the following trades.

ADOPTED SKILLS

When your profession has you choose skills, you can take up to two of your choices from other professions' skill lists instead. The number of skills you choose doesn't change.

ADOPTED PROFICIENCIES

You can replace one weapon proficiency granted by your profession with one weapon proficiency from another profession, and you can do the same with one tool proficiency. Armor proficiencies can't be traded.

ADOPTED FEATURE

You can replace one of your profession's level 1 features with a level 1 feature from another profession. You can take this option only once. Choose one from the following list of features:

- Defense Training (Mystic)
- Expertise (Operative)
- Hunter's Mark (Hunter)
- Regenerative Force (Guardian)
- Savant Specialty (Savant)
- Second Wind (Warrior)
- TP Recovery (Thaumaturge)

The feature you trade must also be on this list. A feature gained this way works as described in its profession, with these adjustments:

- If the feature's number of uses increases at higher levels of its profession, you don't gain those increases; use the level 1 value.
- When you gain Defense Training, choose Intelligence, Wisdom, or Charisma. The feature's bonus uses half that ability's modifier. This choice is permanent.
- Any part of the feature that requires TP, or refers to techniques from the feature's profession, functions only if you have those resources. (For example, a character with no TP maximum can't benefit from TP Recovery and can't use Hunter's Mark's TP option.)
- If you take Savant Specialty, you can choose Tech Specialist only if you have the Techniques feature; its additional prime technique comes from your own profession's technique list.