

# Feats

## 3.0 – 3.5 Modifications

Old 3.0 Feat	New 3.5 Feat	Folded Into	Notes
Ambidexterity	---	Two-Weapon Fighting	Two-Weapon Fighting includes all benefits
Expertise	Combat Expertise	---	---
Weapon Finesse (weapon)	Weapon Finesse	---	Grants benefit with all qualified weapons
Sunder	Improved Sunder	---	Sunder now name of the special attack
Shield Expert	Improved Shield	---	Bash Originally appeared in <i>Sword &amp; Fist</i>

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## Additional Weapon Feat List

Feat	Source	Details
Automatic Weapons	BotR, 56	Unchanged
Firearms	BotR, 57	
Flamethrower	BotR, 57	
Forward Observer	BitR, 57	
Gunnery	BotR, 57	
Mortar	BotR, 58	
Naval Gunnery	LotRD, 39	
Rocket Launcher	BotR, 58	
Tactical Missile	<i>New</i>	Ability to fire a guided tactical missile launcher.

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## Additional Vehicle Feat List

Feat	Source	Details
Aircraft : Fixed Wing	DfA, 10	Combination of the single and multi-engined proficiencies
Aircraft : Rotary Wing	<i>New</i>	Based on the Fixed Wing proficiency
Barnstormer	DfA, 10	Unchanged
Carrier Landing	LotRD, 38	Unchanged
Command Submarine	LotRD, 38	Unchanged
Command Warship	LotRD, 38	Unchanged
Diving	LotRD, 39	Unchanged
Gyrostabiliser	BotR, 57	Unchanged
Mechanised Infantry	BotR, 58	Unchanged
Motorcycle	<i>New</i>	As wheeled vehicle, but specifically for motorcycles
Sailing	LotRD, 39	Unchanged
Seat of the Pants	DfA, 10	Unchanged
Tracked Vehicle	BotR, 59	Unchanged
Wheeled Vehicle	BotR, 59	Unchanged

## Additional General Feat List

Feat	Source	Details
Arid Acclimatization	AK., 24	Unchanged
Command	BotR, 56	Unchanged
Command Voice	BotR, 56	Unchanged
Dead Eye	BotR, 56	The description says " <i>Dead Eye raises a character's damage total when he's made an exceptional attack roll with a ranged weapon.</i> " thus to qualify for the additional Dead Eye damage each round that hits must be a critical, or hit by at least 4.
Eagle Eyed	BotR, 57	Unchanged
Eye for Terrain	BotR, 57	Unchanged
Gone Native	AK., 25	Requirement is for the native language at rank '5'
Incoming!	BotR, 58	Unchanged
Lay of the land	AK., 25	+2 Driving, Survival & Navigation by Terrain Type
Natural Born Leader	BotR, 58	Unchanged
Parachute	BotR, 58	Unchanged
Rank	BotR, 58	Unchanged
Scavenge	AK., 26	Unchanged
Snap Shot	DfA, 10	Unchanged
Tactician : Army	BotR, 59	Unchanged
Tactician : Navy	LotRD, 39	Unchanged
Technically Adept	AK., 26	Unchanged