

A Bullet is a One-Way Street: Prerequisites: Weapon Proficiency (Pistol), Base Attack Bonus +2. When you are holding a gun, you receive a +3 bonus to Intimidate skill checks or +5 if the subject of the intimidation is unarmed.

Anecdotal Thinking: Prerequisites: History (5 Ranks), any Science (3 Ranks), Intelligence 15+. Well the character with Anecdotal Thinking is engaged in problem solving, be it making a tactical decision or tackling a strange puzzle, the character can use his or her vast knowledge of history and science to recall similar instances of problems and their solutions, using a historic example as a guide to the present conundrum. If the character spends at least thirty minutes recalling helpful anecdotes, a +3 bonus is applied to the next skill check made towards solving the problem.

Crude Medicine: Prerequisites: Knowledge: Medicine (5 Ranks), Heal (5 Ranks). A person with this feat can use common implements to perform first aid (receiving a +2 bonus to Heal checks as if the person had a first aid kit) and can even attempt short-term care, poison control and disease treatment without hospital facilities or specialized tools with a -2 penalty.

Musical Refuge: Prerequisites: Perform (any music, 5 Ranks). The person with this feat is able to deal with terrifying experiences by turning inside and repeating a familiar and comforting song to oneself. Within 1 hour of a sanity-losing event, the character with this feat may spend at least thirty minutes retreating into their mind and losing any train of thought while going over and over the chosen song. The character regains 1d4 of the Sanity points lost in the recent event, though this cannot reduce the Sanity loss below 1. This does not counteract any Insanity brought on by the Sanity loss. This ability is usable once per day; the stresses of Sanity loss prevent one from seeking out a Musical Refuge too often, lest that person be stuck in the refuge permanently.