

Spacefarer's Digest

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Advanced Spacefarer Feats 1

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*Necromancers
of the Northwest*

STARFINDER
COMPATIBLE

Credits

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Introduction

The *Starfinder Roleplaying Game* presents the option for players to boldly ride forth into the final frontier, exploring space in a futuristic fantasy setting. As much as things are shiny and new in the future, though, there are many things that longtime *Pathfinder Roleplaying Game* players will find familiar. Still, there are plenty of things from *Pathfinder* that are ready and waiting to be “rediscovered” in the future, and longtime *Pathfinder* players are eager for some of their favorite options to be converted over for *Starfinder* use.

This book, along with three others in the series, is devoted to converting the feats of *Pathfinder Roleplaying Game: Advanced Player's Guide* from *Pathfinder* to *Starfinder*. While some of these feats translate over fairly easily and directly, the differences in the systems mean that other feats require a bit more effort in order to work with the new system. While there are a few feats that defy a straightforward conversion, we have made an effort when converting these feats to keep them as close as possible to the spirit of the original, while at the same time ensuring that they also match the spirit and realities of the new system.

New Feats

The following feats are presented in alphabetical order.

Additional Traits

You have an extensive background and your experience has taught you well.

- **Benefit:** Choose a theme (other than themeless) which you do not already possess. You gain the level 1 theme ability granted by that theme. Additionally, whenever you would gain a new ability relating to your theme, you may choose to gain the ability of the theme chosen for this feat, rather than that of your original theme.

Aspect of the Beast

Whether through scientific experiment, magic, or a curse, you have developed bestial traits that can manifest in one of several ways.

- **Prerequisites:** Con 13 or caster level 5th.
- **Benefits:** You possess animal traits that manifest in one of the following ways.
 - Night Senses (Ex):* If your base race has normal vision, you gain low-light vision. If your base race has low-light vision, you gain darkvision to a range of 30 feet. If your base race has darkvision, the range of your darkvision increases by 30 feet.
 - Claws of the Beast (Ex):* You grow a pair of claws. These claws are primary attacks that deal 1d4 points of damage (1d3 if you are Small).

Predator's Leap (Ex): You can make a running jump without needing to run 10 feet before you jump.

Wild Instinct (Ex): You gain a +2 bonus on initiative checks and Survival skill checks.

Bloody Assault

- **Prerequisites:** Base attack bonus +6.
- **Benefits:** You may choose to suffer a -5 penalty on all attacks you make in order to inflict bleeding wounds. If you successfully hit the target, they gain the bleeding condition, suffering 1d4 points of damage each round. Multiple hits against a target suffering this bleed damage increase the amount of bleed damage the target suffers each round by a further +1. You must choose to use this feat before making the attack roll, and its effects last until your next turn (although the bleeding lasts until healed, as normal).

Breadth of Experience

You have lived a long life and have something to show for it.

- **Prerequisites:** 100+ years old.
- **Benefits:** You gain a +2 bonus on all checks made to recall knowledge, and can make checks to recall knowledge untrained. Additionally, you gain a +2 bonus on Profession skill checks due to your professional experience.

Bull Rush Strike

You know how to deliver punishing blows that send your enemies reeling back from you.

- **Prerequisites:** Improved Combat Maneuver (bull rush), base attack bonus +9.
- **Benefits:** Whenever you confirm a critical hit with a melee weapon or unarmed strike, you may attempt a free bull rush combat maneuver against the target. If the maneuver is successful, you do not need to move with the target.
- **Special:** You can only use one of the following feats when you confirm a critical hit: bull rush strike, disarming strike, repositioning strike, or sundering strike.

Charge Through

Your aggressive charges allow you to move through other characters' squares.

- **Prerequisites:** Str 13 or Acrobatics 3 ranks, base attack bonus +3.
- **Benefits:** You can attempt to move through a creature's space when making a charge against a different target. To move through the creature's space, you must make an attack roll against that creature's KAC + 8. If the attack is successful, you may move

Sidebar: Renamed Feats

There are a number of feats from *Pathfinder Roleplaying Game: Advanced Player's Guide* which were not suitable for this book, whether because they had already been converted to *Starfinder* rules and can be found in the *Starfinder Roleplaying Game: Core Rulebook*, because they relied heavily on classes or mechanics that are not part of *Starfinder*, or for other reasons. In other cases, the nature of the feat remained fairly similar, but the flavor needed to be updated to match *Starfinder's* setting. Whether they were completely scrapped in favor of something else, or were simply renamed, the following table shows which original *Advanced Player's Guide* feat inspired each of the following feats:

Table: Renamed Feats

New Feat Name	Original Name
Esoteric Blast	Arcane Blast
Esoteric Shield	Arcane Shield
Experienced Bodyguard	In Harm's Way
Extra Exploit	Extra Bombs
Extra Gear Boost	Extra Discovery
Extra Hack	Extra Hex
Follow-Up Strike	Bashing Finish
Keen Accuracy	Elven Accuracy
Mystic Talent	Arcane Talent
Noisome Disruption	Greater Elemental Focus
Overwatch	Bodyguard
Unwieldy Weapons Expert	Crossbow Mastery

through them and continue your charge. If the attack fails, your charge ends in the space immediately in front of that creature. If you moved less than your movement speed and your charge ends, you may choose to attack that creature as though you had charged them instead.

Childlike

You are skilled at convincing others that you are beyond suspicion.

- **Prerequisites:** Small size or android.
- **Benefits:** You gain a +2 bonus on Bluff check made to convince others you're telling the truth, so long as your story makes you appear to be innocent. You also gain a +2 bonus on all skill checks made to convince others you actually are a child, or have child's understanding of the world.

Cockatrice Strike

You have the ability to transform a creature into stone with the power of your unarmed attacks.

- **Prerequisites:** Improved Unarmed Strike, Mystic Strike, base attack bonus +16.
- **Benefits:** Whenever you make an unarmed strike against a paralyzed, staggered, or stunned creature, that creature is petrified unless he succeeds on a Fortitude save (DC = 10 + 1/2 your level + your Wisdom modifier). This is a supernatural polymorph affect.

Combat Patrol

You efficiently defend your position, striking out against foes that come too close.

Prerequisites: Dex 13, Mobility, base attack bonus +5.

- **Benefits:** As a full action, you can set up a combat patrol, allowing you to threaten squares 5 feet further away than you would ordinarily threaten. You may use your reaction to make attacks of opportunity against any creature that provokes an attack of opportunity within that area. If the provoking creature is outside your natural reach, you must move as part of this attack of opportunity, as you still cannot make attacks against creatures outside of your natural reach unless you have a reach weapon. Movement taken using this ability does not count against the distance you can move in a round and does not provoke attacks of opportunity.

Cooperative Crafting

You can help another creature to craft items, allowing you to create something together that neither one of you would be able to do alone.

- **Prerequisites:** 1 rank in a skill that can be used to craft items.
- **Benefits:** You can help another character craft an item which you are trained to craft. If you do, crafting the item takes half the normal amount of time (usually 2 hours), and the maximum item level you can craft is equal to the highest item level either one of you could craft + 1.

Cosmopolitan

Your travels have taught you much, and you use this wide array of skills to get on in any environment

- **Benefits:** You immediately learn two new languages. Additionally, choose any Intelligence- or Charisma-based skill; that skill is always a class skill for you. If



the chosen skill was already a class skill for you, you instead gain a +2 bonus on checks with that skill.

Covering Defense

You are always looking out for others and can shield them from harm.

- **Prerequisites:** Base attack bonus +6.
- **Benefits:** Whenever you take the total defense action, you grant soft cover to all adjacent allies until the beginning of your next turn. An ally who moves no longer gains this cover bonus.

Crippling Critical

Your most powerful attack can cause your enemies to become hobbled, moving at a drastically reduced rate.

- **Prerequisites:** Base attack bonus +13.
- **Benefits:** Whenever you successfully confirm a critical hit against a creature, that creature's movement speed is reduced by half for 1 minute. A successful Fortitude save (DC = 10 + your base attack bonus) reduces this duration to 1d4 rounds. If the target has more than one type of movement, choose which speed to reduce in this way.

Dastardly Finish

You brutally slay those who are unable to adequately defend themselves from your attacks.

- **Prerequisites:** Trick attack +6d8.
- **Benefit:** As a full action, you may attempt a trick attack against a stunned opponent, or against a panicked opponent who is unable to flee. If the trick attack is successful, treat it as though you had used the coup de grace full action against the target of the trick attack. If the trick attack fails, you still deal damage normally to opponent if the attack roll is a hit.

Dazing Assault

You can attack with such force that your foe is dazed by the ferocity of your attack.

- **Prerequisites:** Deadly Aim, base attack bonus +5.
- **Benefits:** You may choose to make a single attack with a -5 penalty as a full action. If you successfully deal damage to your target, she becomes dazed for 1 round unless she succeeds on a Fortitude save (DC = 10 + your base attack bonus). Creatures immune to mind-affecting effects are immune to the effects of this feat.

Deep Drinker

You are able to restore your stamina with a stiff drink.

- **Benefit:** Choose a favored beverage, such as coffee, cola, wine, ale, or a more exotic drink. If you consume a dose of that beverage when you spend a resolve point, you may roll 1d20; on a result of 20, you do not expend the resolve point. However, on a result of 1, your favored beverage gets the better of you, causing you to be sickened for 1 minute, either with delight or with the side effects of your favored beverage.

Deepsight

You are adapted to seeing greater distances in the dark

- **Prerequisites:** Darkvision.
- **Benefits:** The range of your darkvision is doubled. Additionally, you gain a +2 bonus on Perception checks made in environments of dim light or darkness.
- **Special:** You can gain this feat multiple times; its effects do not stack. Each time you take it, the range of your darkvision increases by 30 feet, and your bonus on Perception checks in areas of dim light or darkness increases by +1.

Disarming Strike

With a clever strike, you can disarm your opponent.

- **Prerequisites:** Improved Combat Maneuver (disarm), base attack bonus +9.
- **Benefits:** Whenever you confirm a critical hit against an opponent, you may attempt a disarm combat maneuver against that character as a free action. If you successfully disarm the target and have at least one hand free, you may pick up her weapon as a reaction.
- **Special:** You can only use one of the following feats when you confirm a critical hit: bull rush strike, disarming strike, repositioning strike, or sundering strike.

Disrupting Shot (Combat)

Elite marksmanship skills allow you to deliver strikes that disrupt your target's ability to cast spells.

- **Prerequisites:** Character level 6th.
- **Benefit:** Whenever you make a ranged attack against the creature, you can choose to take a -2 penalty on the attack roll. If you do, and you successfully deal damage to the target with that attack, then if the target attempts to cast a spell before the beginning of your next turn, the spell automatically fails, as though you had damaged them during their spellcasting.

Diviner's Delving

You have a knack for interpreting omens and portents, and reading magic auras.

- **Prerequisites:** Spell Focus or Mysticism 5 ranks.
- **Benefit:** You gain a +2 bonus on caster level checks with divination spells and effects to overcome spell resistance or effects that impede divination (such as *nondetection*). When using a divination spell that reveals information over a period of rounds (such as *detect thoughts*), you gain information 1 round sooner than normal. Finally, when you cast a divination spell with a specific chance of success (such as *augury* or *divination*), that chance is increased by 10%.

Dreadful Carnage (Combat)

You make bloody examples of those who would dare oppose you.

- **Prerequisites:** Str 15, Enforcer, base attack bonus +11.
- **Benefit:** Whenever you reduce an enemy to 0 or fewer hit points, you can make an Intimidate check to demoralize all enemies within 30

feet as a free action. Enemies that cannot see both you and the enemy you reduced to 0 or fewer hit points are unaffected.

Eagle Eyes

You have exceptionally clear sight.

- **Benefit:** You ignore up to -5 in penalties on sight-based Perception checks, allowing you to see accurately at greater distances and through more obstacles than most.

Eclectic

You have a knack for picking up a variety of skills.

- **Prerequisites:** Human.
- **Benefit:** Choose two skills. These become class skills for you. Additionally, you gain 1 additional skill point each time you gain a new level. If you take this feat after 1st level, you immediately gain a number of skill points equal to your current level.

Eldritch Claws (Combat)

Your natural attacks slice through even magically-protected hides like so much paper.

- **Prerequisites:** Character level 5th, natural weapons.
- **Benefit:** Your natural weapons are considered both magic and your choice of either cold iron or silver for the purposes of overcoming damage reduction. Once this choice is made, it cannot be changed. However, if you are at least 10th level, your natural weapons count as magic, cold iron, and silver for the purposes of overcoming damage reduction, and if you are at least 15th level, your natural weapons also count as adamantite for the purposes of overcoming damage reduction.

Elemental Fist (Combat)

You channel elemental power through your body to punish your foes.

- **Prerequisites:** Con 13, Wis 13, Improved Unarmed Strike, character level 8th.
- **Benefit:** When making an attack with an unarmed strike, you may choose to make it an Elemental Fist attack. If you do, pick one of the following energy types: acid, cold, electricity, or fire. The damage dealt by your unarmed strike is increased by 1d6, and half of the damage dealt is the chosen energy type. At 14th level, the damage is increased by 2d6 instead, and at 20th level, it is increased by 3d6 instead. You must declare that you are using this feat before you make your attack roll (thus a failed

attack roll ruins the attempt). You may attempt an Elemental Fist attack once per day for every four levels you have attained. Additionally, you can expend 1 Resolve Point when making an Elemental Fist attack in order to do so without having it count against the number of Elemental Fist attacks you can make each day.

Elemental Focus

You can more effectively channel certain a certain element.

- **Benefit:** Choose one energy type (acid, cold, electricity, or fire). Add +1 to the Difficulty Class for all saving throws against spells that deal damage of the chosen energy type, and increase the damage such spells deal by 1. At 11th level, the DC of such spells is increased by +2 instead, and the damage is increased by +4. At 17th level, the DC is increased by +3 instead, and the damage is increased by +9. The increase to the saving throw DC does not stack with Spell Focus.
- **Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new energy type.

Enforcer (Combat)

Your every blow instills fear in your victims.

- **Prerequisite:** Intimidate 1 rank.
- **Benefit:** Whenever you deal nonlethal damage with a melee weapon, you can make an Intimidate check to demoralize your target as a free action. If you are successful, the target is shaken for a number of rounds equal to the damage dealt. If your attack was a critical hit, your target is frightened for 1 round with a successful Intimidate check, as well as being shaken for a number of rounds equal to the damage dealt.

Esoteric Blast

You can channel your magical energies into a potent blast of damaging energy.

- **Prerequisites:** Caster level 10th.
- **Benefits:** As a standard action, you can choose to sacrifice a spell slot in order to create a ray of magical energy, which can be directed at any target within 30 feet. You can choose to manifest the ray either as a stream of kinetic energy that targets KAC, or as a bolt of energy that targets EAC. In either case, the ray deals 2d6 points of damage, plus an additional 2d6 points of damage for every level of the spell slot sacrificed in this way.

Esoteric Shield

You can channel your magical energies into a potent barrier to protect you from harm.

- **Prerequisite:** Caster level 10th.
- **Benefit:** As a reaction, you can sacrifice a spell slot in order to gain a bonus to both KAC and EAC until the end of your next turn. This bonus is equal to level of the spell slot sacrificed in this way. If you sacrificed a spell slot of 3rd level or higher, this bonus is increased by +2.

Expanded Arcana

You know a wider variety of spells than your peers.

- **Prerequisites:** Ability to cast 2nd-level spells.
- **Benefit:** Add one 1st-level spell from your class's spell list to your list of spells known. This is in addition to the number of 1st-level spells known that would normally be granted to you by your class. Whenever you gain access to a new spell level, you also add one spell of the next-highest spell level from your class's spell list to your list of spells known (adding a 2nd-level spell when you gain access to 3rd-level spells, adding a 3rd-level spell when you gain access to 4th-level spells, and so on). At 19th level, provided you can cast 6th-level spells, you can add one 6th-level spell from your class's spell list to your list of spells known.

Experienced Bodyguard (Combat)

When protecting others, you are able to roll with the attack, taking less damage.

- **Prerequisites:** In Harm's Way, character level 10th.
- **Benefit:** Whenever you intercept an attack made against an ally, the amount of damage you suffer from that attack is reduced by 5.

Extra Exploit

You have acquired an additional operative exploit.

- **Prerequisites:** Operative exploit class feature.
- **Benefit:** You gain one additional operative exploit. You must meet all of the prerequisites for this exploit.

Extra Gear Boost

You gain the benefits of one additional gear boost.

- **Prerequisites:** Gear boost class feature.
- **Benefit:** You gain one additional gear boost. You must meet all of the prerequisites for this boost.

Extra Hack

You have unlocked the secrets of an additional magic hack.

- **Prerequisites:** Magic hack class feature.
- **Benefit:** You gain one additional magic hack. You must meet all of the prerequisites for this hack.

Follow-Up Strike

When you strike a blow with one held weapon, you can follow up with an attack from another wielded weapon.

- **Prerequisites:** Multi-Weapon Fighting, base attack bonus +11.
- **Benefits:** Whenever you make a full attack using two different weapons, if you successfully confirm a critical hit with a melee weapon, you may immediately make an additional attack with no penalty against the same target using a weapon held in your other hand. This additional attack does not count against the number of attacks you could normally make during a round.

Keen Accuracy (Combat)

Your sharp eyesight and extensive training makes difficult shots easier.

- **Prerequisite:** Keen senses racial trait.
- **Benefit:** If you miss due to concealment when making a ranged attack with a long arms, small arms, or sniper weapon, you can reroll your miss chance roll one time to see if you actually hit.

Mystic Talent

You have a natural magical ability, allowing you some minor access to a spell.

- **Prerequisite:** Cha 12.
- **Benefit:** Choose a single 1st-level mystic spell. Once per day, you can attempt to cast that spell as a spell-like ability by succeeding on a DC 15 Mysticism check. If the spell can be cast at multiple spell levels, you may cast the spell at one level higher for every 10 by which you exceed the DC.

Noisome Disruption

Even when you aren't able to cast a spell of your specialized element, you can still release a blast of raw elemental energy.

- **Prerequisites:** Elemental Focus.
- **Benefit:** When casting a spell to which the benefits of your Elemental Focus feat apply, if your concentration is disrupted (such as by an attack or a hostile environment), you can choose to release the elemental energy in an uncontrolled burst. This burst is centered on you, and has a radius equal to 5 feet per spell level of the spell you were trying to cast (to a maximum of 30 feet for 6th-level spells). Each creature in the burst besides you suffers 1d6 points of damage of the appropriate energy type (acid, cold, electricity, or fire) per spell level of the spell you were trying to cast. A successful Reflex save (at the spell's saving throw DC) halves the damage.
- **Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new energy type to which you have already applied the Elemental Focus feat.

Overwatch

You have received specialized training in keeping your allies safe from harm.

- **Prerequisites:** Bodyguard.
- **Benefits:** Whenever an ally within 30 feet of you is attacked, you can use your reaction to provide covering fire for that ally. Additionally, adjacent allies gain a +1 bonus to AC, as long as you have not used a reaction since the end of your last turn.

Unwieldy Weapons Expert

Your training in the efficient operations of unwieldy weapons grants you the ability to fire more quickly with such armaments.

- **Prerequisites:** Dex 15, Str 15, base attack bonus +5.
- **Benefits:** You may fire an unwieldy weapon twice in one round when making a full attack. Additionally, if you make only one attack in a round with an unwieldy weapon, you never provoke attacks of opportunity as a result of the attack.

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Classic Feats Updated and Reimagined for Starfinder!

A spacefarer's life is a difficult one, fraught with danger. She is surrounded by hazardous environments, encounters strange and hostile alien species, and must often make do with outdated, or even glitch, equipment. If one wants to live long adventuring among the stars, it's important to be the best that one can be. The Spacefarer's Digest series contains new player options and content, from character themes and races, to archetypes, feats, spells, and more, allowing every traveler among the stars to reach their maximum potential.

This volume features a collection of forty feats for the *Starfinder Roleplaying Game*, each of which was either converted from or inspired by one of the feats found in *Pathfinder Roleplaying Game: Advanced Player's Guide*. The first in a four-part series, these books convert or reimagine each and every feat from that book, making old and beloved tactics and options available to *Starfinder* characters.



*Necromancers
of the Northwest*

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