

Spacefarer's Digest

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Advanced Spacefarer

Feats 3

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*Necromancers
of the Northwest*

STARFINDER
COMPATIBLE

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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 plenty of things that long-time *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 long-time *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.

Alien Ancestry

Perhaps through traditional breeding, laboratory-induced gene therapy, or more exotic experimentation, your genetic makeup includes strong elements from another species.

- **Benefit:** Choose another race or another creature type (and appropriate subtype). You count as both your race and that race for the purposes of spells and effects that relate to your creature type.

Cloud Step

- **Prerequisites:** Acrobatics 15 ranks, Athletics 15 ranks, Spider Step.
- **Benefit:** You can move along solid surfaces such as walls or along ropes, wires, or even water, which could not normally support your weight. As a move action, you can move along such surfaces an amount equal to your movement speed. You can end your movement along such surfaces as though they were solid ground.

Deadly Driving

You are skilled at firing a weapon while piloting a vehicle or riding on a mount.

- **Prerequisites:** Piloting 14 ranks or Survival 14 ranks.
- **Benefit:** You never suffer a penalty to attack rolls due to a vehicle's movement (including moving at full speed) and may still use the full attack action in any round in which you move a vehicle or mount, though you may not perform other full actions.

Defensive Driving

You are able to drive vehicles in such a way as to avoid incoming dangers.

- **Prerequisites:** Piloting 3 ranks, Dex 13.
- **Benefit:** Any vehicle you pilot gains a bonus to its AC equal to your Dexterity bonus. Additionally, you add your Dexterity bonus on Survival checks made to ride a mount.

Defensive Specialization

You are an expert at interposing obstacles to protect your vitals.

- **Prerequisites:** Base attack bonus +3.
- **Benefit:** Whenever you have cover, you gain an additional +2 bonus to your AC against rolls made to confirm a critical hit against you. Additionally, you double the AC bonus from cover against combat maneuvers.

Good Luck Charm

You bring good fortune to those that travel with you.

- **Benefit:** Once per day, whenever an ally makes a saving throw, you may choose to make that same saving throw as though you were the one subject to that effect. Your ally may choose to use your result instead of their own.

Greater Defensive Specialization

You are able to protect your vital organs from harm.

- **Prerequisites:** Defensive Specialization, base attack bonus +15.
- **Benefit:** You gain immunity to critical hits from character you have cover or improved cover against (but not soft cover).

Improved Second Chance

You have honed your reflexes to turn missed opportunities into deadly attacks.

- **Prerequisite:** Second Chance.
- **Benefit:** When you use the Second Chance feat to reroll a missed attack, you gain a +4 bonus on the rerolled attack.

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
Alien Ancestry	Racial Heritage
Defensive Driver	Mounted Shield
Good Luck Charm	Lucky Halfling
Missile Defense	Missile Shield
Pass for Human	Pass for Race

Low Profile

Your small stature helps you to dodge ranged attacks.

- **Prerequisites:** Small size, Dex 13.
- **Benefit:** You gain a +1 bonus to AC against ranged attacks and do not provide soft cover against ranged attacks that pass through your space, unless those attacks are made against Small or smaller characters adjacent to you.

Major Spell Expertise

Your skill in casting certain spells allows you to do so as a matter of course.

- **Prerequisites:** Minor Spell Expertise, ability to cast 6th-level spells.
- **Benefit:** Choose a single spell you know of 3rd level or lower. You may cast that spell twice per day as a spell-like ability. The caster level for this spell-like ability is equal to your caster level in the class you pulled the spell from, and the saving throw DC is based on the primary spellcasting ability score modifier for that class. If you choose a spell which can be cast at multiple levels, you may only cast this spell-like ability as a 3rd-level spell or lower.

Master Alchemist

Your training in the ancient art of alchemy makes you a master at efficiently preparing poisons and drugs.

- **Prerequisites:** Medicine 5 ranks or Physical Science 5 ranks.
- **Benefit:** You gain a +2 bonus on Medicine and Physical Science checks, as well as checks to craft drugs, medical supplies, and poisons. Additionally, you can create such items in only 30 minutes, provided you have access to an appropriate lab space.

Finally, whenever you create such items, you can create a number of doses equal to your Intelligence modifier at once, without increasing the time required for crafting.

Minor Spell Expertise

You improve your ability to cast a low-level spell.

- **Prerequisite:** Ability to cast 4th-level spells.
- **Benefit:** Choose a single spell you know of 1st level or lower. You may cast that spell twice per day as a spell-like ability. The caster level for this spell like ability is equal to your caster level in the class you pulled the spell from, and the saving throw DC is based on the primary spellcasting ability score modifier for that class. If you choose a spell that can be cast at multiple levels, you may only cast this spell-like ability as a 1st-level spell.

Missile Defense

You are skilled at using cover in order to guard yourself from missile attacks.

- **Prerequisites:** Dex 13.
- **Benefit:** Once per round, if you have soft cover or cover, you may spend a resolve point in order to cause a ranged attack to miss you, exactly as if you had the Deflect Projectiles feat. If you have improved cover, you do not need to spend a resolve point to use this feat, but still cannot do so more than once each round.

Parry Spell

You can deflect hostile spells as easily as a master fencer deflects hostile blows, turning them back at the target

- **Prerequisites:** Mysticism 15 ranks, caster level 11th.
- **Benefit:** Whenever you successfully counter a spell, the spell is turned back on its caster, as though she had been the original target of the spell. If the spell has an area instead of a target, the area is centered on the caster.

Pass For Race

You are trained in techniques to disguise yourself as a member of another race.

- **Benefit:** Choose a single race. If the race is of the same size and type as yourself, you do not suffer penalties on Disguise checks for disguising yourself as a member of that race. Additionally, you gain a +5 bonus on Disguise checks made to disguise yourself as a member of that race. Finally, in areas that are densely populated by members of that race, you can take 10 on checks to disguise yourself as a member of that race.

Perfect Strike

You can use intense insight and focus to deliver strikes with near perfect accuracy.

- **Prerequisites:** Dex 13, Wis 13, Improved Unarmed Strike, base attack bonus +8.
- **Benefit:** Whenever you take the attack action to make an attack with a solarian solar weapon or an unarmed strike, you may declare you are using this feat. If you do, you roll the attack roll twice and take the higher result. If the attack roll misses, then the feat is wasted. If one of the attack rolls is a critical threat, however, you must use the other as the confirmation roll. You may use Perfect Strike once per day for every 4 character levels you possess.

Point Blank Master

You are able to fire weapons into melee without risk of harming yourself.

- **Prerequisites:** Weapon Focus, Weapon Specialization.
- **Benefit:** Choose a single ranged weapon for which you have both the Weapon Focus and Weapon Specialization feat. You do not provoke attacks of opportunity for firing that weapon while in a threatened square.

Practiced Tactician

Your skill on the battlefield allows you to accurately coordinate tactics with your allies.

- **Prerequisite:** Any teamwork feat.
- **Benefit:** Once per day as a full action, you can grant all allies within 30 feet the benefits of all teamwork feats you possess. They gain these benefits for a number of rounds equal to your level.
- **Special:** You can gain this feat multiple times. Each time you take it, it allows you to grant teamwork feats in this way an additional time per day.

Preferred Spell

You are practiced in the casting a single spell and can do so with greater ease.

- **Prerequisite:** Mysticism 5 ranks.
- **Benefit:** Choose a single spell you know with a casting time of 1 standard action or less. You may not change this choice later. Once per day, you may cast the chosen spell without expending a spell slot. When you do, the casting time is increased to 1 round. You may apply a single metamagic feat you possess to this spell; if you do, the total modified spell level cannot exceed 6, and cannot exceed twice the spell's original level.

Punishing Kick (Combat)

You use your powerful kicks to push or knock back your foes.

- **Prerequisites:** Con 13, Wis 13, Improved Unarmed Strike, base attack bonus +8.
- **Benefit:** You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). On a successful hit, the attack deals damage normally and you can choose to push your target 5 feet or attempt to knock them prone. If you decide to push the target, it is moved 5 feet directly away from you. This movement does not provoke attacks of opportunity, and the target must end this move in a safe space it can stand in. If you decide to attempt to knock the target prone, the target receives a Fortitude saving throw with a DC of $10 + 1/2$ your character level + your Wisdom modifier to avoid the effect. You may attempt a punishing kick attack once per day for every four levels you have attained, and no more than once per round.

Pushing Assault

You can use melee attacks to shove back similarly sized opponents.

- **Prerequisites:** Str 15, Deadly Aim.
- **Benefit:** Whenever you successfully hit a character of your size or smaller with a melee attack modified by the Deadly Aim feat, you may choose to push the target 5 feet directly away from you instead of dealing additional damage from Deadly Aim. On a critical hit, the target is pushed back 10 feet, instead. The target does not provoke attacks of opportunity for moving in this way, and if they would be moved into an unsafe space or a space in which they cannot stand, they may attempt a Reflex save (DC 10) to end their movement in the nearest safe space in which they can stand, instead.

Raging Vitality

You are at your most vigorous when you are close to death.

- **Prerequisites:** Con 16, base attack bonus +5.
- **Benefit:** Whenever you are damaged by an attack which reduces you to half your total hit points or less, you may spend a resolve point as a reaction to immediately regain all your stamina points.

Ray Defense

You are especially adept at tracking bolts of light and are better able to defend yourself against such attacks.

- **Prerequisites:** Dex 15, Missile Defense, Spell Breaker.
- **Benefit:** Once per round, when you are targeted by an attack that targets your EAC, you may spend a resolve point to cause that attack to miss you, exactly as though you had the Deflect Projectiles feat. If you have cover or improved cover, you do not need to spend the resolve point, but still cannot use this feat more than once per round.

Razor Bite

You possess teeth and jaws capable of delivering painful and even deadly bites.

- **Prerequisites:** Shirren, vesk or ysoki.
- **Benefit:** You gain a bite attack that deals a number of points of damage equal to 1d4 + your Strength modifier. You are considered to be proficient in this bite attack and can always choose it for Weapon Specialization. Additionally, when using the bite as part of a full attack action, the bite does not suffer the normal penalty to attack rolls made as part of a full attack.

Rending Claws

You can tear into your foe in order to rend them to pieces with your razor-sharp claws.

- **Prerequisites:** Claw attack, base attack bonus +6.
- **Benefit:** Whenever you use the full attack action and make both attacks with claws, if you hit the same target with both claw attacks, you automatically rend the target, dealing an additional amount of damage equal to your claw damage + 1d6.

Repositioning Strike

You can maneuver your enemies around the battlefield with a successful melee attack.

- **Prerequisites:** Base attack bonus +9.
- **Benefit:** Whenever you score a critical hit against a character with a melee weapon, you may choose to make a free reposition combat maneuver against that character. The movement occurs after applying damage and any effects from the critical hit.
- **Special:** An attack can be modified by only one of the following feats: Bull Rush Strike, Disarming Strike, Repositioning Strike, Sundering Strike, or Tripping Strike.

Saving Shield

At great personal risk, you can interpose yourself in front of another creature to keep them safe from harm.

- **Prerequisites:** Base attack bonus +3.
- **Benefit:** Whenever an adjacent ally is the target of an attack, you can choose to use your reaction to grant that character a +2 bonus to their AC against that attack. If you do, and the attack hits the ally anyway, you suffer damage equal to half of what your ally suffered.

Second Chance

Quick reflexes can turn a missed strike into a second chance.

- **Prerequisites:** Base attack bonus +6.
- **Benefit:** If you take the full attack action and miss the 1st attack, you can spend 1 point of resolve in order to reroll the attack you just made without the penalty from full attacking. If you do, you forgo the additional attack from the full attack action.

Shadow Strike

You attack more accurately when concealed from your enemy.

- **Prerequisites:** Trick attack.

- **Benefit:** Whenever you use your trick attack, if you have concealment from the target, the DC for the trick attack is reduced by 5.

Shared Insight

You can share your insight with those nearby, alerting them to dangers or hidden treasures they may have missed.

- **Prerequisites:** Wis 13.
- **Benefit:** As a move action, you can grant all allies within 30 feet a +2 bonus on Perception checks for a number of rounds equal to your Wisdom modifier.

Shield of Swings

You can swing a two-handed weapon with alacrity, blocking incoming attacks and making it difficult to harm you, at the cost of some of your offensive power.

- **Prerequisites:** Weapon Focus with a two-handed melee weapon, base attack +3.
- **Benefit:** When making a full attack with a two-handed melee weapon, you may choose to reduce the damage you deal by half in order to gain a +4 bonus to your AC until the start of your next round. The penalty to damage applies for this entire period, including on attacks of opportunity.

Side Step

You can dart around an opponent's blow to gain a superior tactical position.

- **Prerequisites:** Mobility.
- **Benefit:** Whenever an opponent misses you with a melee attack, you may use your reaction to move 5 feet, as long as you remain within the target's threatened area. This movement does not provoke attacks of opportunity.

Smash

You overcome obstacles by breaking them.

- **Prerequisites:** Deadly Aim, Str 13.
- **Benefit:** When attacking an unattended inanimate object, you ignore the first 5 points of hardness. You also gain a +5 bonus on Strength checks made to break down doors.

Sociable

You are exceptionally gifted in social arts and people simply love to be around you.

- **Prerequisites:** Cha 13.
- **Benefit:** As a move action, you can provide a +2 bonus on Diplomacy checks to all allies within 30 feet. This bonus lasts for a number of rounds equal to your Charisma modifier.

Spell Perfection

You are a master of casting a single spell.

- **Prerequisites:** Mysticism 15 ranks, at least one metamagic feat.
- **Benefit:** Choose a single spell you know and can cast. Whenever you cast that spell, you may apply any one metamagic feat you possess to that spell without increasing its level or casting time. Additionally, numerical bonuses from other sources, such as the Spell Focus feat or Weapon Focus (ray) are doubled with respect to the chosen spell.

Spider Step

- **Prerequisites:** Acrobatics 6 ranks, Athletics 6 ranks.
- **Benefit:** You can move along solid surfaces such as walls or along ropes, wires, or even water, which could not normally support your weight. As a move action, you can move along such surfaces an amount equal to 1/2 your movement speed. You must still end your movement on a solid surface or otherwise be able to support yourself, or you will fall as normal.

Steel Soul

Your soul is hardened like steel against harm.

- **Prerequisites:** Base Fortitude, Reflex, and Will save bonus +2.
- **Benefit:** You gain a +2 divine bonus on saving throws against spells and spell-like abilities.

Step Back Shot

- **Prerequisites:** Dex 13.
- **Benefit:** When making a full attack with a ranged weapon against a character adjacent to you, you may choose to make a special attack designed to force that character back from you. If you do, the attack does not provoke attacks of opportunity and if successful, the target can choose to either suffer normal damage or move 5 feet directly back from you. In the case of the latter, the target suffers no damage. You can continue your full attack when making this shot.

Stone Faced

Rocks show more expression than you do.

- **Benefit:** You gain a +4 bonus on Bluff checks to lie about or conceal your motives, but not on other Bluff checks.

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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*. Third 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.



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