

Spacefarer's Digest

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Advanced Spacefarer Feats 2

Alex Riggs, Joshua Zaback



*Necromancers
of the Northwest*

STARFINDER
COMPATIBLE

Credits

Designers

Alex Riggs, Joshua Zaback

Editor

Rosa Gibbons



Necromancers of the Northwest, LLC
8123 236th St SW, Unit 102
Edmonds, WA, 98026
www.necromancers-online.com

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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.

Cyberpathic Link

You form a special bond between yourself and your drone, allowing you to share a variety of benefits with it.

- **Prerequisites:** Engineering 10 ranks, drone class feature.
- **Benefit:** Your link with your drone allows you to share benefits with it. As long as you have a circumstance, divine, insight, or luck bonus from any source, your drone gains the same bonus. Additionally, whenever you are affected by a non-instantaneous spell, you may choose to have your drone be affected by the spell, as well. Your drone must be within 60 feet of you to gain these benefits.

Extra Improvisation

You have mastered an additional envoy improvisation.

- **Prerequisites:** Envoy improvisation class feature.
- **Benefit:** You gain one additional envoy improvisation. You must meet all of the prerequisites for this improvisation.

Extra Revelation

You have received an additional stellar revelation.

- **Prerequisites:** Stellar revelation class feature.
- **Benefit:** You gain one additional stellar revelation. You must meet all of the prerequisites for this revelation.

Extra Trick

You have learned an additional mechanic trick.

- **Prerequisites:** Mechanic trick class feature.
- **Benefit:** You gain one additional mechanic trick. You must meet all of the prerequisites for this trick.

Fast Drinker

You are able to consume beverages with incredible speed.

- **Prerequisites:** Con 16.
- **Benefit:** The action required for you to consume liquids is reduced by one step (for example, if it would normally take a standard action to consume a given liquid, such as most serums, you can consume it as a move action, instead. If it would normally require a move action, it is instead a swift action, and so on. If the liquid in question would normally take more than a full round to consume, the amount of time required for you to consume the liquid is reduced by 1 round.

Fast Healer

Your incredible metabolism allows you to benefit more from magical healing.

- **Prerequisites:** Con 13, Diehard.
- **Benefit:** When you regain stamina points or hit points by resting or through magical healing, you recover additional stamina and hit points equal to your Constitution modifier (minimum +1).

Favored Defense

You are trained to better combat the techniques of a particular type of foe.

- **Benefit:** Choose a single creature type from the table below. You gain a +1 bonus to EAC and KAC against attacks made by creatures of the chosen type. At 11th level, this bonus increases to +2.

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
Cyberpathic Link	Improved Share Spells
Extra Improvisation	Extra Rage Power
Greater Bull Rush	Greater Drag
Greater Disarm	Greater Steal
Greater Trip	Improved Ki Throw
Improved Bull Rush	Improved Drag
Improved Disarm	Improved Steal
Lingering Improvisation	Lingering Performance
Mystic Trickster	Gnome Trickster
Sniper's Focus	Furious Focus
Surprising Strike	Step Up and Strike

Table: Favored Defense

Creature Types	
Aberration	Monstrous Humanoid
Animal	Ooze
Construct	Outsider*
Dragon	Plant
Fey	Undead
Humanoid*	Vermin
Magical Beast	

*You must also choose a specific subtype, such as chaotic, evil, kasatha, or ysoki.

Fight On

No matter how many times you're knocked down, you keep getting up again.

- **Prerequisites:** Con 13; see Special.
- **Benefit:** Once per hour, if you are stable and have at least 1 Resolve Point, you can choose to remain in the fight without spending any Resolve Points (you are healed to 1 hit point and can act normally, as usual for staying in the fight). Any time that you do spend a Resolve Point to stay in the fight, your hit point total is instead restored to an amount equal to your character level.
- **Special:** You can only take this feat if your race is one that grants a racial bonus to Constitution (such as shirren, ysoki, or dwarves). Races that allow you to gain a bonus to any attribute (such as humans) do not qualify for this purpose.

Focused Shot (Combat)

By taking careful aim, your ranged attacks strike vital points.

- **Prerequisites:** Int 13.
- **Benefit:** As a full action, you may make an

attack with a ranged weapon and add your Intelligence modifier to the damage roll. At 6th level, and every six levels thereafter, you add your Intelligence modifier to the damage roll one additional time (twice your Intelligence modifier at 6th level, three times your Intelligence modifier at 12th level, and so on). You must be within the first range increment of the weapon you are using in order to deal this extra damage, and creatures immune to critical hits and precise damage are immune to this extra damage.

Following Step (Combat)

When foes try to escape your reach, you are able to outmaneuver and flank them.

- **Prerequisites:** Dex 13, Step Up.
- **Benefit:** When using the Step Up feat to follow an adjacent foe, you may move up to 10 feet. This is still considered a reaction, and is treated in all other ways as a guarded step. You must still end your movement adjacent to the foe.

Gang Up (Combat)

You are an expert at using numbers to find weak points in your enemies' defenses.

- **Benefit:** You are considered to be flanking an opponent if at least two of your allies are threatening that opponent, regardless of your actual positioning.

Go Unnoticed

Your small size causes you to be overlooked in the heat of battle.

- **Prerequisites:** Dex 13, Small size or smaller.

- **Benefit:** During the first round of combat, flat-footed opponents are considered not to have noticed you yet for the purposes of Stealth skill checks, allowing you to make a Stealth check that round to hide from them.

Greater Blind-Fight (Combat)

Even blind, your attacks find their mark.

- **Prerequisites:** Perception 15 ranks, Improved Blind-Fight.
- **Benefit:** When making melee or ranged attacks, you treat opponents with total concealment as though they had normal concealment (20% miss chance instead of 50%). You still ignore the effects of normal concealment, and may still reroll a miss chance percentile roll as normal. You are not considered flat-footed against any attacks made by creatures you have pinpointed but cannot see, regardless of the range.

Greater Bull Rush (Combat)

When you push foes around, you ensure they end up battered and bruised.

- **Prerequisites:** Improved Bull Rush, base attack bonus +6.
- **Benefit:** The bonus granted by Improved Combat Maneuver to your attack rolls made to perform a bull rush combat maneuver increases to +8. Additionally, whenever you successfully perform a bull rush, the target suffers 1d6 points of damage for every 5 feet you push them.

Greater Dirty Trick (Combat)

Your dirty tricks are more effective, and their effects last longer.

- **Prerequisites:** Improved Dirty Trick, base attack bonus +6.
- **Benefit:** The bonus granted by Improved Combat Maneuver to your attack rolls made to perform a dirty trick combat maneuver increases to +8. Additionally, whenever you successfully perform a dirty trick, the penalty lasts for 1d4 rounds, plus 1 round for every 5 by which the result of your attack roll exceeds the target's KAC + 8. In addition, removing the condition requires the target to spend a standard action.
- **Normal:** The condition imposed by a dirty trick lasts for 1 round plus 1 round for every 5 by which the result of your attack roll exceeds the target's KAC + 8. Removing the condition requires the target to spend a move action.

Greater Disarm (Combat)

You are a master of stripping foes of their gear.

- **Prerequisites:** Improved Disarm, base attack bonus +6.
- **Benefit:** The bonus granted by Improved Combat Maneuver to your attack rolls made to perform a disarm combat maneuver increases to +8. Additionally, whenever you successfully perform a disarm, you can attempt to disarm items worn on the target's person of up to 1 bulk. Additionally, if the result of your attack roll is at least 5 greater than the target's KAC + 8, you may choose to either fling the disarmed item 15 feet in a direction of your choice, or take the item in such a way that the target does not notice it is missing until the combat ends or they attempt to use the item.

Greater Reposition (Combat)

When you reposition your foes, they become disoriented.

- **Prerequisites:** Improved Reposition, base attack bonus +6.
- **Benefit:** The bonus granted by Improved Combat Maneuver to your attack rolls made to perform a reposition combat maneuver increases to +8. Additionally, whenever you successfully perform a reposition, the repositioned creature becomes disoriented, gaining the off-target condition for 1d4 rounds.

Greater Trip (Combat)

When you send your foes to the ground, they suffer damage from the fall.

- **Prerequisites:** Improved Trip, base attack bonus +6.
- **Benefit:** The bonus granted by Improved Combat Maneuver to your attack rolls made to perform a trip combat maneuver increases to +8. Additionally, whenever you successfully perform a trip, the target suffers 1d6 points of damage, plus an additional 1d6 points of damage for every 5 points by which the result of your attack roll exceeds the target's KAC + 8.

Groundling

You share a telepathic bond with burrowing animals.

- **Prerequisites:** Cha 13, gnome.
- **Benefit:** You gain telepathy to a range of 60 feet. You can only use this telepathy to communicate with burrowing animals such as gophers, moles, and the like. Such animals can communicate with you telepathically in

turn, but are limited by their Intelligence as far as the complexity of thoughts that they can express and understand. Burrowing animals generally have a starting attitude of indifferent towards you, and this ability does not grant you any direct control or special influence over them.

Heroic Defiance

You bravely carry on against even certain doom.

- **Prerequisites:** Diehard, base Fortitude save +8.
- **Benefit:** Once per day, when you would be afflicted by a harmful condition or affliction (such as panicked, paralyzed, stunned, and so on), as a reaction, you can delay the onset of that condition until the end of your next turn, after which time the condition takes its normal effect. This feat has no effect on hit point damage or ability damage.

Heroic Recovery

You can more easily shake off the effects of crippling conditions.

- **Prerequisites:** Diehard, base Fortitude save +4.
- **Benefit:** Once per day, as a standard action, you may attempt a new saving throw against a harmful condition or affliction requiring a Fortitude save that is affecting you. If this save fails, there is no additional effect, but a successful save counts toward curing an affliction such as poison or disease. You cannot use this feat to recover from instantaneous effects, or effects that do not allow a Fortitude save.

Improved Blind-Fight (Combat)

You are particularly skilled at fighting foes you can't see.

- **Prerequisites:** Perception 10 ranks, Blind-Fight.
- **Benefit:** Your melee attacks ignore the miss chance for less than total concealment. You may still reroll your miss chance percentile roll for total concealment. If you successfully pinpoint an invisible or hidden attacker within 30 feet, you aren't flat-footed against attacks made from that creature, even though you can't see it.

Improved Bull Rush (Combat)

You can push enemies further and more effectively.

- **Prerequisites:** Improved Combat Maneuver (bull rush).

- **Benefit:** The bonus granted by Improved Combat Maneuver to your attack rolls made to perform a bull rush combat maneuver increases to +6. Additionally, whenever you successfully perform a bull rush, you can push the target 10 feet, plus an additional 10 feet for every 5 points by which the result of your attack roll exceeds the target's KAC + 8. Finally, you can choose to move with the target if you wish, but you must have the available movement to do so.
- **Normal:** You are able to push the target 5 feet, plus an additional 5 feet for every 5 points by which the result of your attack roll exceeds the target's KAC + 8.

Improved Dirty Trick (Combat)

You can perform dirty tricks better, especially at a range.

- **Prerequisites:** Improved Combat Maneuver (dirty trick).
- **Benefit:** The bonus granted by Improved Combat Maneuver to your attack rolls made to perform a dirty trick combat maneuver increases to +6. Additionally, when making dirty trick combat maneuvers with ranged attacks, you do not suffer a -2 penalty per 5 feet from the target, but instead just suffer the normal penalty for ranged attacks based on the number of range increments to the target.

Improved Disarm (Combat)

You can more effectively strip foes of their equipment.

- **Prerequisites:** Improved Combat Maneuver (disarm).
- **Benefit:** The bonus granted by Improved Combat Maneuver to your attack rolls made to perform a disarm combat maneuver increases to +6. Additionally, when performing a disarm combat maneuver, you can choose to target an item that is worn on the target's person, but which is not necessarily held. You may only target items of light or no bulk in this fashion.
- **Normal:** You can only target items a creature is holding with a disarm attempt.

Improved Reposition (Combat)

You can swiftly and effectively move with those you reposition.

- **Prerequisites:** Improved Combat Maneuver (reposition).
- **Benefit:** The bonus granted by Improved Combat Maneuver to your attack rolls made to perform a reposition combat maneuver increases to +6. Additionally, you do not

- need to use a full action to reposition the target in order to move with them.
- **Normal:** You can only move with the target you are repositioning if you reposition as a full action.

Improved Stonecunning

Your experience as a craftsman gives you a keen eye for unusual stone and metalwork.

- **Prerequisites:** Wis 13, stonecunning racial ability.
- **Benefit:** The bonus from your stonecunning racial ability increases to +4. Additionally, your stonecunning ability also applies to metalwork.

Improved Trip (Combat)

You can make your foes stumble, moving them as they fall to the ground.

- **Prerequisites:** Improved Combat Maneuver (trip).
- **Benefit:** The bonus granted by Improved Combat Maneuver to your attack rolls made to perform a trip combat maneuver increases to +6. Additionally, when performing a trip, you may cause the target to fall prone in any square you threaten, rather than in its own square. This movement does not provoke attacks of opportunity, and you cannot cause the target to fall prone into a space occupied by other creatures.

Ironguts

You can eat practically anything and survive.

- **Prerequisites:** Con 13; see Special.
- **Benefit:** You gain a +2 racial bonus on saving throws against any effect causing the nauseated or sickened conditions and against all ingested poisons (but not other poisons). In addition, you receive a +2 bonus on Survival skill checks to find food for yourself (and only yourself).
- **Special:** You can only take this feat if your race is one that grants a racial bonus to Constitution (such as shirren, ysoki, or dwarves). Races that allow you to gain a bonus to any attribute (such as humans) do not qualify for this purpose.

Ironhide

Your skin is as thick and resilient as armor.

- **Prerequisites:** Con 13; see Special.
- **Benefit:** You gain a +1 racial bonus to KAC due to your unusually tough skin.
- **Special:** You can only take this feat if your race is one that grants a racial bonus to Constitution (such as shirren, ysoki, or

dwarves). Races that allow you to gain a bonus to any attribute (such as humans) do not qualify for this purpose.

Keen Scent

Your nose has an animal-like sensitivity, allowing you to pick up scents others miss.

- **Prerequisites:** Wis 13, half-orc, orc, or ysoki.
- **Benefit:** You gain blindsense to a range of 30 feet, which is scent-based. This range is doubled for scents coming from upwind, and halved for scents that are downwind. At the GM's discretion, particularly strong scents may be able to be detected at even greater ranges.

Leaf Singer

Your connection to verdant forests empowers your spells when you are within them.

- **Prerequisites:** Cha 13, mystic with the xenodruid connection.
- **Benefit:** The DC of spells you cast in forests and forested areas is increased by +1, and you treat such spells as though your caster level were 2 higher than it actually is. At 11th level, the increase to saving throw DCs is +2, and the increase to caster level is +4. At 17th level, the increase to saving throw DCs is +3, and the increase to caster level is +6. These bonuses apply only when you are in a forested area, and do not stack with the Spell Focus feat or similar feats.

Light Step

Brambles and undergrowth do not impede your steps.

- **Prerequisites:** Nimble Moves, elf.
- **Benefit:** You can ignore the effects of difficult terrain in natural environments, as if it were normal terrain.

Lingering Improvisation

The effects of your envoy improvisations resonate with affected creatures for longer.

- **Prerequisites:** Envoy improvisation class feature.
- **Benefit:** The effects of your envoy improvisations last for 1 additional round. In the case of improvisations that last until the beginning or end of your next turn, this means that they last until the beginning or end of your turn on the following round, instead. This has no effect on improvisations that have instantaneous or continuous effects.

Mystic Trickster

You have more magical talents than others of your kind.

- **Prerequisites:** Cha 13, one or more racial spell-like abilities.
- **Benefit:** In addition to your normal racial spell-like abilities, you also gain the following spell-like abilities, each usable once per day: *psychokinetic hand* and *telepathic message*.

Smell Fear

You can detect the scent of a creature in distress.

- **Prerequisites:** Keen Scent, half-orc, orc, or ysoki.
- **Benefit:** You receive a +4 bonus on Perception checks to detect creatures with the frightened, panicked, or shaken conditions. You can substitute your Perception skill for Sense Motive skill checks if the subject has one of the previous conditions, or is attempting to cover up their fear in some way. These benefits are scent-based. At the GM's discretion, it may be impossible to smell fear on certain creatures, such as constructs.

Sniper's Focus (Combat)

You are trained to make deadly precise shots in rapid precision.

- **Prerequisites:** Deadly Aim, base attack bonus +1.
- **Benefit:** When you are wielding a longarm or sniper weapon, and make a full attack using the Deadly Aim feat, the penalty from Deadly Aim applies only to the second attack that you make.

Stone Sense

You can feel the presence of others in stone and metal.

- **Prerequisites:** Improved Stonecunning, Perception 10 ranks.
- **Benefit:** You gain blindsense to a range of 30 feet. This blindsense applies only to creatures on surfaces of stone, soil, or metal, and you are unable to sense a creature in this way as long as it remains perfectly still.

Surprising Strike (Combat)

When you doggedly pursue fleeing foes, your attacks catch them unaware.

- **Prerequisites:** Step Up and Strike.
- **Benefit:** When using the Step Up and Strike



feat, your opponent is considered flat-footed for the purposes of the attack that you make. Additionally, if your attack hits, it deals an amount of additional damage equal to your level.

Team Up (Combat)

You can harry your foes and cover your allies in melee, and the more allies are in the fight, the easier it is.

- **Prerequisites:** Gang Up, base attack bonus +6.
- **Benefit:** As a standard action, you can attempt to aid an ally who is adjacent to a foe you are also adjacent to. Make a melee attack against an AC of 15. If you hit, it deals no damage, but the chosen ally receives their choice of a +2 bonus on the next attack roll they make against that foe, a +2 bonus to AC against the next attack made against them by that foe, or a +2 bonus on the next Reflex save made against one of that foe's abilities. If the chosen benefit is not used in one minute, it is lost. If at least two of your allies are adjacent to the chosen foe, you can affect up to two allies with a single standard action, or you can use this feat to affect one of those allies as a move action.

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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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