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Feats 4

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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. 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 for them 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.

Ace Pilot

You can push vehicles to their limits.

- **Prerequisites:** Piloting 15 ranks, Trick Driving.
- **Benefit:** While serving in the pilot role during starship combat, or driving a vehicle in a vehicle chase, you can take an additional action each round that you operate the starship or vehicle.

Greater Sunder

Your critical hits destroy your opponents' weapons.

- **Prerequisites:** Improved Sunder, base attack bonus +9
- **Benefit:** The bonus granted by Improved Combat Maneuver to your attack rolls made to perform a sunder combat maneuver increases to +8. Additionally, whenever you score a critical hit with a melee attack, you can sunder your opponent's weapon, in addition to the normal damage dealt by the attack. Apply the damage roll from your critical hit to both the target and the target's weapon.

Improved Sunder

You are an expert at destroying your opponents' items.

- **Prerequisite:** Improved Combat Maneuver (sunder).
- **Benefit:** The bonus granted by Improved Combat Maneuver to your attack rolls made to perform a sunder combat maneuver increases to +6. Additionally, whenever you successfully destroy an object with a sunder combat maneuver, any excess damage is applied to the item's wielder. No damage is transferred if you decide to leave the item with 1 hit point.

Marshall

Your improvisations are at their best on the field of battle.

- **Prerequisites:** Cha 13, envoy improvisation class feature.
- **Benefit:** When you use your envoy improvisations on a battlefield (any area where a combat involving a dozen or more combatants is taking place), the range of your improvisation is doubled. Additionally, you treat your class level as 2 higher for the purposes of determining the effects of your improvisations while on a battlefield.

Stone Singer

Your connection to dark catacombs empowers your spells when you are within them.

- **Prerequisites:** Cha 13, mystic with the xenodruid connection.
- **Benefit:** The DC of spells you cast in caves and other natural underground 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 DC is +2, and the increase to caster level is +4. At 17th level, the increase to saving throw DC is +3, and the increase to caster level is +6. These bonuses apply only when you are in a natural underground area, and do not stack with the Spell Focus feat or similar feats.

Stunning Assault (Combat)

You can deliver powerful blows capable of leaving your foes stunned.

- **Prerequisites:** Str 15, Basic Melee Weapon Proficiency.
- **Benefit:** You can choose to take a -5 penalty on all melee attack rolls in order to stun targets you hit with your melee attacks and combat maneuvers for 1 round. A successful Fortitude save (DC 10 + your base attack bonus) negates the effect. You must choose to

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
Ace Pilot	Mounted Skirmisher
Greater Sunder	Sundering Strike
Improved Sunder	N/A
Panzer Team	Shield Wall
Swift Attunement	Summoner's Call
Trick Driving	Trick Riding

use this feat before making the attack roll, and its effects last until your next turn. You must be wielding a two-handed weapon to make use of this feat.

Swift Aid

You can more quickly aid your allies in combat.

- **Prerequisites:** Int 13, base attack bonus +6.
- **Benefit:** You can perform the covering fire and harrying fire actions as a swift action, rather than a standard action. If you do, the bonus you grant is reduced to +1.

Swift Attunement

In a pinch, you can become attuned more quickly to cosmic forces.

- **Prerequisite:** Stellar mode class feature.
- **Benefit:** Once per day, when you change from being unattuned to either graviton mode or photon mode, you may choose to immediately gain 2 attunement points, rather than gaining 1.

Taunt

Your stature is small, but your words can have a big effect.

- **Prerequisites:** Cha 13, Small size or smaller.
- **Benefit:** You can demoralize opponents using Bluff rather than Intimidate. This otherwise functions identically to using Intimidate to demoralize opponents, except that you do not suffer any penalty for being smaller than your opponent.

Teleport Tactician (Combat)

You are always ready to strike a foe who appears or disappears suddenly.

- **Prerequisite:** Dex 13.
- **Benefit:** Whenever a creature enters or leaves a square you threaten using a teleportation effect, they provoke an attack of opportunity from you.

Tenacious Transmutation

Your transmutations are enduring even in the face of attempts to remove them.

- **Prerequisite:** Spell Focus.
- **Benefit:** The DC of caster level checks to dispel or remove your transmutations increases by 2. Even if the spell is negated, its effects persist for 1 additional round before dissipating.

Touch of Serenity (Combat)

Your touch can calm even the most ferocious opponents, if only for a moment.

- **Prerequisites:** Wis 18, Improved Unarmed Strike, base attack bonus +8.
- **Benefit:** When you make an unarmed strike, you can choose to have it be a touch of serenity. You must declare that you are doing so before the attack roll is made, and if you miss, the attempt is wasted. On a successful hit, the attack deals no damage and bestows no other effect or condition, but the target cannot attack or cast spells for 1 round unless it succeeds on a Will save (DC 10 + 1/2 your level + your Wisdom modifier). You may attempt a touch of serenity for free once per day for every four levels you have attained. Beyond this

amount, you must expend 1 Resolve Point each time you use this ability. You may not use this ability on more than one attack per round.

Trick Driving

You are an expert at difficult piloting techniques.

- **Prerequisites:** Piloting 9 ranks, Sky Jockey.
- **Benefit:** When determining the DC of stunts you make while piloting a starship, if the DC would normally be calculated using twice your starship's tier, calculate it using your starship's tier, instead. (For example, performing the back off stunt would have a DC of 10 + your starship's tier instead of 10 + 2 x your starship's tier). Additionally, when driving a vehicle in a vehicle chase, you gain a bonus equal to 1/2 your level on Piloting checks made to perform pilot actions.

Tripping Strike (Combat)

Your critical hits send foes to the ground.

- **Prerequisite:** Improved Combat Maneuver (trip).
- **Benefit:** Whenever you score a critical hit with a melee attack, you may immediately make a trip combat maneuver against the target of that attack as a free action.

Under and Over (Combat)

When you slip from a foe's grasp, you dart beneath him, tangling up his legs and sending him to the ground.

- **Prerequisites:** Improved Combat Maneuver (grapple) or Improved Combat Maneuver (trip), Underfoot, Small size or smaller.
- **Benefit:** If an opponent larger than you attempts to grapple you and fails, you may make a trip combat maneuver as a reaction against that opponent. You gain a +2 bonus on this combat maneuver. Additionally, whenever you successfully move through an opponent's space with Acrobatics, if that creature is at least one size category larger than you, and the result of your Acrobatics check was at least 5 higher than the DC, you can expend 1 Resolve Point in order to make a trip combat maneuver against that creature as a free action as you pass through.

Underfoot (Combat)

Your small size allows you to more easily dodge attacks.

- **Prerequisites:** Mobility, Small size or smaller.
- **Benefit:** You gain a +4 bonus on Acrobatics checks made to move past opponents without provoking an attack of opportunity, so long as those opponents are at least one size category larger than you. In addition, you gain a +2 bonus to AC against attacks of opportunity that you provoke by leaving a threatened square, but only if the attacker is at least one size category larger than you.

Vermin Heart

You have a special bond with insects, arachnids, and other invertebrates.

- **Benefit:** You may target vermin with mind-affecting effects as though they were not mindless. Additionally, the starting attitude of vermin towards you is increased by one step (hostile becomes unfriendly, unfriendly becomes indifferent, and so on).

Well-Prepared

You always come prepared.

- **Prerequisite:** Sleight of Hand 3 ranks.
- **Benefit:** Once per day, when confronted with a situation that calls for a particular piece of non-magical equipment (including technological items, personal items, drugs, trade goods, and, at the GM's discretion, other items), you may make a Sleight of Hand check with a DC of 10 plus the item's cost in credits. The DC is increased by +5 if the item has more than light bulk, and the check fails automatically if the item has more than 1 bulk. If you succeed, you find such an item on your person. For example, having a flashlight would require a DC 11 check, whereas having a fire extinguisher would require a DC 25 check. In the case of items with an unclear credit value, the GM should assign an appropriate DC. You cannot produce specific items in this way, such as the keycard to a particular door. If you are stripped of your equipment or possessions, you lose the benefits of this feat until you have at least a day to resupply and acquire new items. You must pay for these items normally.

Metamagic Feats

Metamagic feats allow spellcasters to modify spells they cast, allowing them to alter the spell's range, casting time, effect, or other variables in some fashion. Spells modified by a metamagic feat use a spell slot higher than normal. This does not change the level of the spell, so the DC for saving throws against it does not go up. Metamagic feats do not affect spell-like abilities. A caster chooses whether or not to apply a metamagic feat to a spell as she casts it, and she can apply only metamagic feats that she has learned.

A spellcaster can't use a metamagic feat to alter a spell being cast from a wand, scroll, or other device. A spellcaster can apply multiple metamagic feats to a single spell. Changes to its level are cumulative. You can't apply the same metamagic feat more than once to a single spell.

New Metamagic Feats

The following feats are presented in alphabetical order.

Bouncing Spell (Metamagic)

When your spell fails to affect its target, it is redirected to another victim.

- **Benefit:** Whenever a bouncing spell targeting a single creature has no effect on its intended target (whether due to spell resistance, a successful saving throw, immunity, or some other reason), as a swift action, you may redirect it to target another eligible creature within range. The redirected spell behaves in all ways as if its new target were the original target for the spells. Spells that affect the original target in any way (including a lesser effect from a successful saving throw) may not be redirected in this manner. A bouncing spell uses up a slot two levels higher than the spell's actual level.

Dazing Spell (Metamagic)

Creatures harmed by your spell are overcome by the experience.

- **Benefit:** You can modify a spell to daze a creature damaged by the spell. When a creature takes damage from this spell, they become dazed for a number of rounds equal to the original level of the spell. If the spell allows a saving throw, a successful save negates the daze effect. If the spell does not allow a save, the target can make a Will save to negate the daze effect. If

the spell's normal effect would also cause the creature to become dazed, the duration of this metamagic effect is added to the duration of the normal daze effect, instead. A dazing spell uses up a spell slot two levels higher than the spell's actual level. Spells that do not inflict damage do not benefit from this feat.

Disruptive Spell (Metamagic)

Your spells create magical dissonance in their targets, making it impossible to cast spells for a short time.

- **Benefit:** Targets affected by a disruptive spell cannot cast spells or use spell-like abilities for 1 round. Targets that avoid the spell's effects avoid this feat's effect as well. A disruptive spell uses up a spell slot two levels higher than the spell's actual level.

Ectoplasmic Spell (Metamagic)

Your spells are able to affect incorporeal and ethereal creatures as though they were solid.

- **Benefit:** An ectoplasmic spell has full effect against incorporeal creatures, as well as creatures on the Ethereal Plane. You must be able to see creatures on the Ethereal Plane in order to target them, and they must be in the corresponding area on the Ethereal Plane in order to be affected by a spell with an area on the Material Plane. An ectoplasmic spell uses up a spell slot one level higher than the spell's actual level.

Elemental Spell (Metamagic)

You can substitute one element for another.

- **Benefit:** Choose one energy type: acid, cold, electricity, or fire. You may replace a spell's normal damage with that energy type, or split the spell's damage, so that half is of that energy type and half is of its normal type. An elemental spell uses up a spell slot one level higher than the spell's actual level.
- **Special:** You can gain this feat multiple times. Each time you must choose a different energy type. If you have selected this spell multiple times, you can choose to divide any given spell's damage evenly between any number of energy types you have selected with this feat.

Focused Spell (Metamagic)

You can focus the brunt of a spell with multiple targets on a single target of your choice.

- **Benefit:** When casting a spell that targets more than one creature, you can choose one target or creature within the spell effect. That creature's saving throw DC to resist the spell is increased by +2. You must choose which target to focus the spell on before casting the spell. A focused spell uses up a spell slot one level higher than the spell's actual level. Spells that do not require a saving throw to resist or lessen the spell's effect do not benefit from this feat.

Intensified Spell (Metamagic)

Your damaging spells are far more intense than normal.

- **Benefit:** When rolling damage for an intensified spell, instead of rolling the normal damage dice for the spell, roll dice that are two steps larger, as outlined on the table below.
[Table]
For example, if a spell would normally deal 10d6 points of damage, the intensified version would deal 10d10 points of damage, instead, and if a spell would normally deal 8d10 points of damage, the intensified version would deal 16d6 points of damage, instead. An intensified spell uses up a spell slot one level higher than the spell's actual level.

Table: Intensified Dice

Original Die	Intensified Die
1d2	1d4
1d3	1d6
1d4	1d8
1d6	1d10
1d8	1d12
1d10	2d6
1d12	2d8
1d20	2d12

Lingering Spell (Metamagic)

You can cause instantaneous effects to linger, harming those foolish enough to wander into them.

- **Benefit:** You may cause an instantaneous spell that affects an area to persist until the beginning of your next turn. Those already in the area suffer no additional harm, but

other creatures or objects entering the area are subject to its effects. A lingering spell with a visual manifestation obscures vision, providing concealment (20% miss chance) beyond 5 feet, and total concealment (50% miss chance) beyond 20 feet. A lingering spell uses up a spell slot one level higher than the spell's actual level.

Merciful Spell (Metamagic)

You can nonlethally dispatch foes with your spells.

- **Benefit:** You can alter spells that inflict damage to inflict nonlethal damage instead. Spells that inflict damage of a particular type (such as fire) inflict nonlethal damage of the same type. A merciful spell does not use up a higher-level spell slot than the spell's actual level.

Persistent Spell (Metamagic)

Your spells are harder to resist.

- **Benefit:** Whenever a creature targeted by a persistent spell or within its area makes a saving throw to resist the spell's effects, that creature must roll twice and take the worse result. A persistent spell uses up a spell slot two levels higher than the spell's actual level. Spells that do not require a saving throw to resist or lessen the spell's effect do not benefit from this feat.

Reach Spell (Metamagic)

You can extend the range of your spells to the next threshold.

- **Benefit:** You can alter a spell with a range of touch, close, or medium to increase its range to a higher range category, using the following order: touch, close, medium, and long. A reach spell uses up a spell slot one level higher than the spell's actual level for each increase in range category. For example, a spell with a range of touch increased to long range uses up a spell slot three levels higher. Spells modified by this feat that require melee attacks instead require ranged attacks (this feat does not change whether the attack targets KAC or EAC). Spells that do not have a range of touch, close, or medium do not benefit from this feat.

Selective Spell (Metamagic)

Your spells are able to discern friend from foe.

- **Prerequisite:** Mysticism 10 ranks.
- **Benefit:** When casting a selective spell with an area effect and a duration of instantaneous, you can choose a number of creatures or objects in the area equal to the ability score modifier used to determine your bonus spells (Intelligence for technomancers, Wisdom for mystics). The chosen creatures and objects are excluded from the effects of your spell. A selective spell uses up a spell slot one level higher than the spell's actual level. Spells that do not have an area of effect and a duration of instantaneous do not benefit from this feat.

Sickening Spell (Metamagic)

Your spells leave your victims sickened.

- **Benefit:** You can modify a spell to sicken a creature damaged by the spell. When a creature takes damage from this spell, they become sickened for a number of rounds equal to the original level of the spell. If the spell allows a saving throw, a successful save negates the sickening effect. If the spell does not allow a save, the target can make a Fortitude save to negate the sickening effect. If the spell's normal effect would also cause the creature to become sickened, the duration of this metamagic effect is added to the duration of the normal sickening effect, instead. A sickening spell uses up a spell slot one level higher than the spell's actual level. Spells that do not inflict damage do not benefit from this feat.

Thundering Spell (Metamagic)

Your spells come with cacophonous noises that deafen your victims.

- **Benefit:** You can modify a spell to deafen a creature damaged by the spell. When a creature takes damage from this spell, they become deafened for a number of rounds equal to the original level of the spell. If the spell allows a saving throw, a successful save negates the deafening effect. If the spell does not allow a save, the target can make a Fortitude save to negate the deafening effect. If the spell's normal effect would also cause the creature to become deafened, the duration of this metamagic effect is added to the duration of the normal deafening effect, instead. A thundering spell uses up a spell slot one level higher than the spell's actual level. Spells that do not inflict damage do not benefit from this feat.

Teamwork Feats

Teamwork feats grant large bonuses, but they only function under specific circumstances. In most cases, these feats require an ally who also possesses the feat to be positioned carefully on the battlefield. Teamwork feats provide no bonus if the listed conditions are not met. Note that allies who are paralyzed, stunned, unconscious, or otherwise unable to act do not count for the purposes of these feats.

New Teamwork Feats

The following feats are presented in alphabetical order.

Allied Spellcaster (Teamwork)

Your spells are aided by the mystic resonance of nearby allies capable of casting spells.

- **Prerequisites:** Caster level 1st.
- **Benefit:** Whenever you are adjacent to an ally who also has this feat, you receive a +2 competence bonus on caster level checks made to overcome spell resistance. If your ally has the same spell prepared (or knows the spell, and has a spell slot available that can be used to cast it, if the ally casts spells spontaneously), this bonus increases to +4, and you treat your caster level as 1 higher than it actually is for all level-dependent variables of the spell, such as duration, range, and effect.

Coordinated Defense (Combat, Teamwork)

You lean on your allies to avoid being outmaneuvered in combat.

- **Benefit:** Whenever you are adjacent to an ally who also has this feat, you gain a +2 bonus to KAC against combat maneuvers. This bonus increases to +4 if the creature attempting the maneuver is larger than both you and your ally.

Coordinated Maneuvers (Combat, Teamwork)

You work with your allies to set up opponents to be outmaneuvered on the battlefield.

- **Benefit:** Whenever you are adjacent to an ally who has this feat, you receive a +2 bonus on attacks made as part of a combat maneuver. This bonus increases to +4 if the target of the combat maneuver is larger than both you and your ally.

Duck and Cover (Teamwork)

You and your allies work together to avoid certain attacks.

- **Benefit:** Whenever you are adjacent to an ally who also has this feat, and both of you

are required to make a Reflex saving throw against a spell or effect, you may take the result of your die roll or that of your ally (your modifiers still apply to the roll, regardless of which result you take). If you take your ally's result, you are knocked prone (or staggered on your next turn, if you were already prone or cannot be knocked prone). In addition, as a swift action, you can grant an adjacent ally with this feat a +2 bonus to AC until the beginning of your next turn. The ally loses this benefit if you cease to be adjacent to them for any reason.

Lookout (Combat, Teamwork)

You and your allies work together to alert each other of danger.

- **Benefit:** Whenever you are adjacent to an ally who also has this feat, you may act in the surprise round as long as your ally would normally be able to act in the surprise round. If you would normally be denied the ability to act in the surprise round, your initiative is equal to your ally's initiative roll or 1 lower than your ally's initiative roll, whichever is lower. If both you and your ally would be able to act in the surprise round without the aid of this feat, you may take both a standard and a move action (or a full-round action) during the surprise round.

Outflank (Combat, Teamwork)

You work with your allies to press your advantage when assaulting a foe from both sides.

- **Prerequisites:** Base attack bonus +4.
- **Benefit:** Whenever you and an ally who also has this feat are flanking the same creature, your flanking bonus on attack rolls increases to +4. In addition, whenever you score a critical hit against the flanked creature, it provokes an attack of opportunity from your ally that also has this feat.

Paired Opportunists (Combat, Teamwork)

You and your allies strike together to exploit openings in an enemy's defenses.

- **Benefit:** Whenever you are adjacent to an ally who also has this feat, you receive a +4 circumstance bonus on attacks of opportunity against creatures that you both threaten. Enemies that provoke attacks of opportunity from your ally also provoke attacks of opportunity from you so long as you threaten them (even if the situation or an ability would normally deny you the attack of

opportunity). This does not allow you to take more than one attack of opportunity against a creature for a given action.

Panzer Team (Combat, Teamwork)

You form a unified defense with your heavily-armored allies.

- **Prerequisites:** Heavy Armor Proficiency, base attack bonus +4.
- **Benefit:** Whenever you are wearing heavy armor or power armor and are adjacent to an ally wearing such armor who also has this feat, the KAC bonus from your armor increases, depending on the type of armor worn by your ally. If your ally is wearing heavy armor, your KAC increases by +1. If your ally is wearing powered armor, your KAC increases by +2.

Precise Strike (Combat, Teamwork)

When you catch a foe between yourself and your ally, you show no mercy.

- **Prerequisites:** Dex 13, base attack bonus +1.
- **Benefit:** Whenever you and an ally who also has this feat are flanking the same creature, you deal an additional 1d6 points of damage with each successful melee attack made against that creature.

Shielded Caster (Teamwork)

Your allies can shield you from harm as you cast spells.

- **Benefit:** Whenever you are adjacent to an ally who also has this feat, if you are damaged while casting a spell, your ally may choose to suffer the damage in your place, preventing you from losing your spell. If your ally chooses to do so, she is hit by the attack automatically, and suffers damage (as well as any other harmful effects of the attack) as though she had been the original target.

Swap Places (Combat, Teamwork)

You can swap places with your ally, dancing gracefully over the battlefield.

- **Benefit:** Whenever you are adjacent to an ally who also has this feat, you can move into your ally's square as part of normal movement. At the same time, your ally moves into your previous space as a reaction. Both you and your ally must be willing and able to take advantage of this feat. Your ally does not provoke an attack of opportunity from this movement, but you provoke as normal.

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