

Star Frontiers/Star Drive In True20

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Feats

In addition to the feats found on pages 189-190 in T20 Revised (also pages 51-52 in T20 Companion), the following feats are available)

Ace

Prerequisite: Dexterity +2, Pilot 8 ranks

Your ability to pilot a small size starship is well above average. Add a +2 bonus to your Pilot skill and a +1 to your combat bonus when firing ship mounted weapons at an opponent.

Alien Weapons Proficiency

You are proficient with alien weapons.

You take no penalty on attack rolls when using any kind of alien weapon. A creature without this feat takes a -4 nonproficiency penalty when making attacks with an alien weapon.

Bounceback (General)

You are resilient in the face of mounting damage. Once per day you may immediately recover by two damage conditions without the use of a Conviction point.

Cybernetic Surgery (General)

You can graft cybernetic attachments onto living tissue as well as safely remove them using his Medicine skill.

Prerequisites: Medicine 8 ranks

You can make a Medicine check (DC 20) to install or remove a cybernetic attachment. If you do not have a surgery kit or access to a medical facility, you take a -4 penalty on the check.

Cybernetic surgery takes 1d4 hours. The consequences of failure are severe: If your check result fails by 5 or more, the installation or removal of the cybernetic attachment causes undue physical trauma to the patient, who suffers 1d3 points of Constitution damage. If the check results fails by 10 or more, the Constitution damage is treated as Constitution drain instead.

A character who undergoes cybernetic surgery (successful or not) is fatigued for 24 hours. Reduce this time by 2 hours for every point above the DC the surgeon achieves. The period of fatigue can never be reduced below 6 hours in this fashion.

Normal: Characters without this feat take a -8 penalty on Medicine checks made to perform cybernetic surgery).

Improved Bounceback (General)

Prerequisite: Bounceback feat, Medicine skill 15 ranks

You have been knocked down so many times that you have become used to the pain and always seem to find a way to get back up. You may make an immediate recovery check without spending a Conviction point a number of times per day equal to your Constitution score.

Reverse Engineer (Expert)

Prerequisite: Craft Mechanical 8 ranks and +2 Intelligence or better.

You are able to disassemble and study a proprietary technological or mechanical device and discern how to replicate the item. You must study the device for one day per 1,000 credits of the item's value rounded up, then make a Craft (mechanical) check with Difficulty 25 + 1 per every 1,000 credits of the device's normal value. Once this is done, schematics describing how to manufacture this item may be created, and it may be created using the standard Craft (mechanical) rules. Without this feat you may not craft items for which you do not possess schematics.

Spacer

You have a special affinity for spacecraft and space travel.

You gain a +2 bonus on Computer Use checks made to use onboard spacecraft computer systems, a +2 bonus on Navigate checks when plotting a course through space, and a +2 bonus on all Pilot checks made to fly a spacecraft.

Starship Battle Run

Prerequisite: Dexterity 13, Starship Dodge

You are skilled at starship skirmish tactics, zipping in and out of an enemy's sights. When using an attack action with a starship ranged weapon, you can move both before and after the attack, provided that the total distance moved does not exceed the starship's tactical speed.

Starship Dodge

Prerequisite: Dexterity 13, Pilot 6 ranks, Starship Operation (of the appropriate type).

You are adept at dodging attacks while piloting starships.

When piloting a starship of a type with which you are proficient (see the Starship Operation feat), you apply a +1 dodge bonus to your ship's Defense against attacks from one enemy starship you designate during your action. You can select a new enemy ship on any action.

Starship Feint

Prerequisite: Pilot 9 ranks, Starship Operation (of the appropriate type).

You are skilled at misleading your enemy in starship combat. When piloting a ship with which you are proficient (see the Starship Operation feat), you can make a Bluff check in starship combat as a move action. In addition, you receive a +2 bonus on Bluff checks made to feint in starship combat. Feinting in starship combat requires an attack action.

Starship Gunnery

You are proficient with starship weapon systems. You do not take a penalty on attack rolls when firing a starship weapon. Without this feat, you take a -4 penalty on attack rolls when firing a starship weapon.

Starship Operation

Prerequisite: Pilot 2 ranks.

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Select one of the following types of starships: ultralight, light, medium-weight, heavy, or superheavy. You are proficient at operating starships of that type. When operating a starship of the selected type, you take no penalty on Pilot checks made when operating the starship, and you also apply your full class bonus to Defense to the ship's Defense. Without this feat, you take a -4 penalty on Pilot checks made to operate a starship, and you apply only one-half your class bonus to Defense (rounded down) to the ship's Defense. You can gain this feat multiple times. Each time you take the feat, it applies to a different type of starship (ultralight, light, medium-weight, heavy, or superheavy).

Starship Strafe

Prerequisite: Starship Gunnery.

You can use a starship's ranged weapon set on automatic fire to affect a wider area than normal. When using a starship's ranged weapon on autofire, you can affect an area four 500-foot squares long and one 500-foot square wide (that is, any four 500-foot squares in a straight line). A starship weapon on autofire normally affects a 1,000-foot-by-1,000-foot area.

Urban Tracking

You can track down the location of missing persons or wanted individuals. To find the trail of an individual or to follow it for 1 hour requires a Gather Information check. You must make another Gather Information check every hour of the search, as well as each time the trail becomes difficult to follow, such as when it moves to a different area of town.

The Difficulty of the check, and the number of checks required to track down your quarry, depends on the community population and the conditions:

If you fail a Gather Information check, you can retry after 1 hour of questioning. The Narrator rolls the number of checks required secretly, so the player doesn't know exactly how long the task requires. A character without this feat can use Gather Information to find out information about a particular individual, but each check takes 1d4+1 hours and doesn't allow effective trailing. You can cut the time per Gather Information check in half (to 30 minutes per check rather than 1 hour per check), but you suffer a -5 penalty on the check.

Table 3-10: Urban Tracking

Population	Difficulty	Checks Required
Fewer than 2,000	5	1d4
2,000-9,999	10	1d4+1
10,000-49,999	15	2d4
50,000-99,999	20	2d4+1
100,000-499,999	25	3d4
500,000+	30	3d4+1

Condition Difficulty Modifier

Every three creatures in the group being sought	-1
Every 24 hours the quarry has been missing or sought	+1

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Tracked quarry "lies low"	+5
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