13 Starship Combat Feats

With this release I present you with 13 new feats based around starship combat. (There are actually 14 feats but one of them originally appeared in the **Future: Datastream** and is reprinted here only because it is a prerequisite for one of the 13 new feats.) These feats include a mix of basic modifiers and concepts – such as the Improved Crossfire and Reflexive Jam feats – as well as some more elaborate feats – like I Have You Now! and Strike and Fade. As always, your GM must approve these new feats before you may use them in a game.

There's really not much more to say. I mean, they're new feats. How complicated could it be?

WHAT'S REQUIRED TO USE THIS PDF?

In order to use **Future: 13 More Starship Combat Feats** you will need the modern and future SRDs, available free online. No other Ronin Arts products are required to use this PDF. If you would like more starship options for your campaign Ronin Arts has an extensive selection of PDFs, from starship designs to starship devices to starship cargos and more. Visit www.roninarts.com for a complete list of available products.

FUTURE: 13 THIRTEENS

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Starship Combat Feats

DEFENSIVE SURGE FORWARD

You are skilled at evading fire, even when pushing your starship into a surge maneuver.

Prerequisite: Pilot 4 ranks.

Benefit: When making a surge forward move while piloting a starship you do not lose your Dexterity bonus to Defense.

Normal: A pilot's Dexterity bonus to Defense is lost during a surge forward move.

FAST SURGE FORWARD

You put a great deal of stress on your starship during a surge maneuver, coaxing more speed out of it for a short time.

Prerequisites: Pilot 4 ranks.

Benefit: When making a surge forward move while piloting a starship it can move up to six times its tactical speed in a straight line. You must make a Pilot check (DC 15 + the total number of squares moved during the surge maneuver) after using this feat; if your check fails then you have pushed your starship too hard and have burned out the starship's afterburners. The starship may not make additional surge forward maneuvers, or other maneuvers that depend on afterburners, until the system has been replaced.

Normal: A starship can move up to four times its tactical speed in a straight line when making a surge forward maneuver.

I HAVE YOU NOW!

Once you have an opponent where you want him, you are difficult to shake loose.

Prerequisites: Starship Dodge, Starship Mobility, Pilot 8 ranks.

Benefit: When directly behind an enemy starship your enemy's initiative is automatically set to 1 below yours; for as long as you remain in this position you always act first – or may delay your action – against your opponent. Additionally, you gain a +6 bonus to attacks against the enemy starship and a +4 bonus to Pilot checks made in reaction to the enemy starship's actions.

Normal: Initiative checks are made at the start of a battle and remain unchanged for the battle's duration.

IMPROVED CROSSFIRE

You take full advantage of an opponent that you have caught in a crossfire.

Prerequisites: Starship Gunnery.

Benefit: If you have successfully caught an enemy starship in a crossfire you gain an additional +2 bonus to attack rolls against that starship, for a total bonus of +4.

Normal: Whenever you have a starship caught in a crossfire you gain only a +2 bonus to attack rolls.

IMPROVED DEFENSIVE SURGE FORWARD

Your piloting skills are exceptional, allowing you to fire your afterburners and evade attack, your starship moving so quickly that your opponents fail to take advantage of an opportunity to attack.

Prerequisites: Defensive Surge Forward, Pilot 8 ranks.

Benefit: As Defensive Surge Forward, except that you do not provoke attacks of opportunity.

IMPROVED STARSHIP DODGE

You shake and rattle your starship, jerking it in wild directions in order to better evade enemy attacks.

Prerequisites: Dexterity 15, Pilot 10 ranks, Starship Dodge, Starship Operation (of the appropriate type).

Benefit: As Starship Dodge, except your dodge bonus is increased to +2 and you may designate up to two enemy starships that you are evading at once.

OFFENSIVE SURGE FORWARD

You are an aggressive pilot, pushing you starship into dangerous situations and forcing enemy pilots to fight defensively.

Prerequisite: Intimidate 6 ranks, Pilot 6 ranks.

Benefit: When making a surge forward move while piloting a starship toward an enemy starship you may make an Intimidate check against your opponent. If you win the Intimidate check then your opponent must use the fighting defensively option (see the future SRD) for a number of rounds equal to the amount by which your Intimidate check exceeded your opponent's level check.

REFLEXIVE JAM

You react quickly, reflexively using your starship's computer systems to jam an enemy transmission.

Prerequisites: Computer Use 6 rank.

Benefit: You may make a Computer Use check to jam transmissions as a free action.

Normal: Making a Computer Use check to jam transmissions is a move action.

SHIELD SHEAR

When piloting a starship equipped with defensive shields you may close with an opponent and activate your shields as an attack, shearing armor from the opposing starship.

Prerequisites: Pilot 4 ranks.

Benefit: When in the same square as an enemy starship you may, as a free action, attempt a Pilot check – opposed by the affected starship pilot's Pilot check – as you switch your shield's off and on quickly. If you win the check, *you* narrowly avoid a collision but the opposing starship is treated as if you had rammed it. If you fail the check, make a second Pilot check (DC 20); if you fail this check then you accidentally ram the opposing starship.

STARSHIP CAPTURE

Many long hours in simulator training, coupled with actual experience in combat, has honed your skill with starship grappling systems.

Prerequisites: Pilot 6 ranks.

Benefit: You gain a +4 bonus to Pilot checks when attempting to grapple a starship. Additionally, you may forego this bonus and attempt to grapple from an adjacent square; if successful, you may move into the grappled starship's square – or into any square adjacent to the grappled starship – without releasing the grappled ship.

Normal: You may only make a grapple attempt within the same square as another starship and cannot leave the grappled starship's square without releasing the ship.

STARSHIP CRITICAL

Your critical attacks are more precise, damaging more systems in a single strike.

Prerequisites: Starship Gunnery.

Benefit: When using the optional critical hit results system (see the future SRD), you roll for two separate critical hit results on a successful critical hit.

Alternatively, if not using the optional system, you inflict an additional 2d10 points of damage on a successful critical hit.

Starship Defensive Fighting

When fighting defensively, your experience allows you to suffer a lower penalty to attacks than less experienced starship pilots must contend with.

Prerequisites: Starship Gunnery, Pilot 6 ranks.

Benefit: When fighting defensively (see the future SRD), you take a -2 penalty on attacks and gain a +3 dodge bonus to Defense.

Normal: Fighting defensively imposes a -4 penalty on attacks and provides a +2 dodge bonus to Defense.

Starship Grapple Attack

You are skilled at firing on grappled starships, twisting your ship to line up shots without disengaging the grapples.

Prerequisites: Starship Capture, Pilot 6 ranks.

Benefit: When piloting, you may attack a starship that you have grappled. You may not attack a starship that has grappled you.

Normal: Neither starship involved in a grapple may attack the other.

Starship Weapon Focus

Choose a specific starship weapon, such as a heavy plasma cannon or maser cannon. You are extremely effective with that weapon.

Prerequisites: Starship Gunnery.

Benefit: You gain a +1 to attack rolls – and plus one die of the weapon's damage die type – when using your chosen weapon.

Example: An antimatter gun (10d8 damage) fired by a character with Starship Weapon Focus (antimatter gun) gains a +1 bonus to attack rolls and inflicts 11d8 damage with the weapon.

Special: You may gain this feat multiple times. Each time you take this feat, you must select a different weapon.

Strike and Fade

When piloting a starship that is equipped with an FTL drive you may activate and deactivate the drive quickly, making micro jumps around your opponents and keeping them disoriented.

Prerequisites: Starship Mobility, Pilot 10 ranks.

Benefit: As a move action you may attempt a micro jump to any other square on the battle map. You must make a successful Pilot check (DC 15 + the number of squares from your current position the square that you wish to move to) and if successful you automatically disappear from your current square and reappear in your chosen square; you gain a +4 dodge bonus to all opposing starships for a number of rounds equal to the number of squares that you jumped. If your check fails, however, your starship and crew are stunned for a number of rounds equal to one-half the number of squares that you attempted to jump (round up). If you successfully jump again while the dodge bonus is in effect the bonus is eliminated and replaced with a new dodge bonus gained from your latest micro jump.

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