



CLASSES OF STARSHIP DESTRUCTION

By the time technology exists to allow a spaceship to travel vast distances on its own power, it is not just another vehicle or piece of technology. At this point it is a true starship, a location worthy of its own considerations, separate from those of science fiction concepts in general. A starship can be a base of operations, a weapon of war, or a backdrop for short-term adventures. Most importantly, a starship is an environment that requires specific kinds of characters to crew it, both as strong-jawed heroes and minor GM characters.

Being part of a starship crew isn't the same as being a generic space traveler. It requires the ability to be flexible, work well as part of a team, manage limited resources and remain calm in the face of unexpected threats. While it is certainly possible for characters to earn spots on a starship crew with more generic class selections, the unique brand of mavericks that master the jobs of a starship crew need their own advanced classes.

The six starship crew classes presented below are designed to be generic enough to fit any star-going campaign, but remain focused on the skills and abilities of a dedicated starship crew. They are assumed to be part of some larger organization, be it a star navy, scientific exploration fleet, or vast system-spanning private merchant force. Without such an organization to develop training and teach it to elite crews, the starship-centered talents of these classes are unlikely to develop (*though a GM can certainly make exceptions if appropriate for a specific campaign*).

These classes have higher requirements than many advanced classes. They are designed to represent the pinnacle of starship crew training, and thus ask more of characters wishing to take them. In many cases a character may take another advanced class until he can qualify for one of

these classes. For example, a medical corpsman may start as a Dedicated hero, then take levels of Field Medic before finally gaining levels of Medical Officer.

commander

The chain of command is critical for a starship to operate successfully. There often isn't time for debate by councils or boards of experts, or to await instructions from superiors light-years away, forcing a single person to make a decision and for the crew to carry them out. On most starships authority ultimately lies with the captain, and travels down through the ranks should the captain be unable to command. In most cases the captain himself takes orders from forces off the ship, ranging from admirals to civilian authorities, but on board the ship the captain is the ultimate arbiter of how those orders are carried out. The circumstances under which a crew may disobey a captain without being seen as mutineers by civilized society is limited, at best.

The weight of being a captain is more than many can bear, and outside of emergencies no one finds themselves master and commander of a starship without undergoing training and opportunities to gain command experience. Taking the Commander class does not automatically give you a starship to captain. Instead, it represents the beginning of your training as a commander. Many officers turn to the "command track" after taking several levels of other advanced classes in keeping with their areas of expertise. An experienced ensign who has taken command of small forces in combat situations, a senior officer looking forward to a command of their own or a first mate supporting their own captain may all take one or more levels of Commander.

Table: commander

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+0	+2	Superior familiarity	+1	+2
2nd	+1	+3	+1	+3	Direct the troops +2	+1	+2
3rd	+2	+3	+1	+3	Bonus feat	+2	+2
4th	+3	+4	+1	+4	Tactical gambit	+2	+3
5th	+3	+4	+2	+4	Direct the troops +3	+3	+3
6th	+4	+5	+2	+5	Bonus feat	+3	+3
7th	+5	+5	+2	+5	Big bluff	+4	+4
8th	+6	+6	+3	+6	Direct the troops +4	+4	+4
9th	+6	+6	+3	+6	Bonus feat	+5	+4
10th	+7	+7	+3	+7	Inspirational heroics	+5	+5

Requirements

To qualify to become a Commander, you must fulfil the following criteria.

Skill: Bluff or Diplomacy 8+ ranks; Knowledge (*any 1*) 8+ ranks, Sense Motive 4+ ranks

Feat: Confident or Deceptive; Great Fortitude, Iron Will or Lightning Reflexes; Proficiency feats for all weapons that are standard issue to the organization you belong to.

Special: Must be part of a military or paramilitary organization able to field long-range, self-sufficient starships.

Hit die

Commanders gains 1d8, plus Constitution modifier, hit points per level.

Action points

For each level of Commander, you gain a number of action points equal to $6 + \frac{1}{2}$ your character level.

Skills

The Commander's class skills are as follows:

Bluff (*Cha*), Computer Use (*Int*), Craft (*any*)(*Int*), Diplomacy (*Cha*), Forgery (*Int*), Gamble (*Wis*), Gather Information (*Cha*), Intimidate (*Cha*), Investigate (*Int*), Knowledge (*all skills, each taken individually*)(*Int*), Listen (*Wis*), Navigate (*Int*), Pilot (*Dex*), Profession (*Wis*), Read/Write Language, Search (*Int*), Sense Motive (*Wis*), Speak Language, Spot (*Wis*).

The Commander gains $5 +$ Intelligence modifier skill points per level.

Class features

The following features pertain to the Commander advanced class:

Superior familiarity

You are exceptionally familiar with the standard vehicles, weapons and equipment of your organization. Whenever making a skill check, or attack or damage roll, using the standard-issue equipment of the organization you belong to (*as a prerequisite of this advanced class*) you gain a +1 circumstance bonus. This includes Knowledge (*tactics*) checks made when in command of your own starship.

Direct the Troops

Ordinary characters (*characters with only ordinary class levels*) within 60 feet of you that can hear your voice gain a +2 circumstance bonus to all attack and damage rolls, saving throws, and skill and ability checks. This bonus increases to +3 at 4th level, and +4 at 7th level.

As a standard action, you can issue orders to characters with heroic class levels as well. This extends the competence bonus to all characters within 60 ft. of you for 1 round. You do not gain the benefits of your own direct the troops bonus.

Bonus feats

At 3rd, 6th and 9th level you get a bonus feat. The bonus feat must be selected from the following list, and you must meet the prerequisites of the feat to select it.

Action Boost*, Alertness, Alien Weapon Proficiency*, Attentive, Brawl, Charismatic Plus*, Combat Martial Arts, Confident, Deceptive, Educated, Frightful Presence, Guide, Heroic Surge, Jack Of All Trades*, Oathbound*, Renown,

Spacer*, Starship Operation*, Toughness, Trustworthiness, Zero-G Training*.

*Denotes a feat found in the Future rules of the MSRD.

Tactical gambit

Once per day you are capable to taking extreme risks in combat situations, gaining a short-term advantage at the cost of a potential disaster. A tactical gambit requires you to be able to seize victory quickly, before the drawbacks of your plan come into effect.

When you use your tactical gambit, you apply a bonus to all attack and damage rolls, saving throws and skill checks made by you and allies under your command. This bonus lasts for a number of rounds equal to your Commander level plus your Charisma modifier (*minimum 1 round*). At the end of this time the failings of your plan come to light, causing you and all allies under your command to suffer a -2 penalty to all attack rolls and skill checks for 1d6 rounds.

The size of the bonus granted by a tactical gambit depends on a Knowledge (*tactics*) check, as determined by the table below.

Knowledge (<i>tactics</i>) check	Bonus
0-10	+0
11-15	+1
16-20	+2
21-30	+3
31+	+4

Big bluff

Once per day you can attempt a major bluff, claiming to be in a vastly superior situation than reality. You make a Bluff check, adding a bonus equal to your Commander class levels, opposed by a Sense Motive check by all opponents who can hear and understand you. Any foe with a Sense Motive check less than your total Bluff check is shaken for the remainder of the encounter. If a foe was already shaken prior to your big bluff, they disengage and move away from you in the safest manner they can devise.

Inspirational heroics

When you spend an action point to gain a bonus to a die roll, all allies within 60 feet of you gain the same bonus to one die roll of their choice made in the next round. Characters choose what die roll to add your action die bonus to, and may not add both your action die bonus and their own to the same roll. Characters must decide to add your action bonus to a roll prior to making the roll.

Engineering officer

A starship is a complex piece of machinery that must serve as transport, life capsule, home and weapon platform for all its crew. If any important system fails, it means death for those within. Worse, the starship may spend months or even years away from any facility capable of doing a thorough overall, making the task of maintenance and upkeep a job done while on-the-go. Even a simple question of replacement parts may become a critical problem if the starship is far from the facilities that make such parts, making a good up-to-date inventory and machine shop critical. Even if help can be found, it may be in the form of aliens with technology difficult to understand, much less adapt to the starship's needs. Overcoming all these potential problems is the duty of the Engineering Officer – part repairman, part craftsman, part quartermaster, part research scientist

Depending on the setting, an Engineering Officer may also be responsible for maintaining (*or even building*) mecha, fighters, cyborgs, or robots. Even in campaigns where such things are uncommon, an Engineering Officer may run into such technologies, and be forced to adapt them to meet his starship's needs.

A good Engineering Officer has a high Intelligence, core ability for most skills involving engines and technology. A high Constitution is also useful, as the Engineering Officer's duties frequently involve inhospitable environments and dangerous work conditions. When trying to wearing a leaking suit of space armor and trying to use a jury-rigged plasma torch on a radioactive nuclear generator while in the vacuum of space, it's good to be tougher than normal.

Requirements

To qualify to become an Engineering Officer, you must fulfil the following criteria.

Base attack bonus:

Skill: Disable Device 8+ ranks, Knowledge (*technology*) 8+ ranks, Repair 8+ ranks

Hit die

Engineering Officers gain 1d10 plus Constitution modifier, hit points per level.

Action points

For each level of Engineering Officer, you gain a number of action points equal to 6 + ½ your character level.

Table: Engineering Officer

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+2	+0	Adaptable engineering	+0	+0
2nd	+1	+3	+3	+1	Boost performance I	+1	+0
3rd	+2	+3	+3	+1	Bonus feat	+1	+1
4th	+3	+4	+4	+1	Steady under fire	+1	+1
5th	+3	+4	+4	+2	Boost performance II	+2	+1
6th	+4	+5	+5	+2	Bonus feat	+2	+2
7th	+5	+5	+5	+2	Fast Work	+2	+2
8th	+6	+6	+6	+3	Boost performance III	+3	+2
9th	+6	+6	+6	+3	Bonus feat	+3	+3
10th	+7	+7	+7	+3	Blueprinting	+3	+3

Skills

The Engineering Officer's class skills are as follows:

Computer Use (*Int*), Craft (*any*)(*Int*), Decipher Script (*Int*), Demolitions (*Int*), Disable Device (*Int*), Knowledge (*physical sciences, technology*)(*Int*), Listen (*Int*), Profession (*Wis*), Repair (*Int*), Research (*Int*), Search (*Int*), and Spot (*Wis*).

The Engineering Officer receives 7 plus Intelligence modifier skill points per level.

Class Features

The following features pertain to the Engineering Officer advanced class:

Adaptable Engineering

You are a master of improvisation and adaptation when it comes to tools and technology. You take only half the normal penalties for attempting any technical skill check without the proper tools or parts. Also, as long as you have some tools, even if they are wildly inappropriate for the task at hand, you are always allowed to make a check. (*Normally some Craft, Disable Device and Repair checks simply cannot be tried without the proper tools.*)

Boost Performance

You know the technology of your culture and organization very well, and can tune and maintain major systems to go beyond the normal limits of their specifications. At 2nd level you can maintain one system so one aspect of it operates at 110% its normal upper limit of performance. At 5th level you can maintain 2 systems to increase one aspect of each to 120% peak performance, and by 8th level you can

maintain 3 systems at 130% of peak performance for one aspect each.

Maintaining a system requires daily fine-tuned and upkeep. An engineering officer can do this as part of a normal 8-hour work shift, or take 1 hour per system just to keep the peak performance bonus. If a day passes without the engineer's attention, the performance drops 10% per day until the normal maximum performance is reached. A system can only be brought above peak performance by one engineering officer at a time. While this ability is not limited to starship systems, the one-system limit applies to other items as well. Thus an engineering officer can boost the performance of a single starship weapon, or a single pistol, but not all the pistols of a group.

Only one game mechanical aspect of a system is boosted with this ability. Thus if a weapon has a range, damage, and critical multiplier, only one aspect can be boosted. Multiple uses of this ability cannot increase more than one aspect of the same system, even if attempted by multiple engineering officers.

For systems with simple, non-variable, numeric values representing their capacity, it's easy to determine the enhanced performance of this ability. For example, if a starship's weapons have a maximum range of 20 squares (*regardless of how big a scale those squares represent*), at 110% performance they have a maximum range of 22 squares. Similarly of a starship has defense shields that grant a +10 equipment bonus to defense, at 130% performance they provide a +13 bonus. Round fractions normally, with .5 or more rounding up and less than .5 rounding down.

Systems with aspects defined as a variable number are slightly trickier, and require more GM arbitration. In

general, add bonuses that increase the upper value of a variable number to the listed percentage. For example, if you increase the performance of a starship weapon that deals 6d10 points of damage, the maximum damage it can do is 60. If you can increase its maximum performance to 120%, that maximum damage of 72. The easiest way to represent this is to add 1d12 to damage done, causing the weapon to deal 6d10+1d12.

The GM has final say on how a system aspect is enhanced with this ability.

Bonus Feats

At 3rd, 6th and 9th level you get a bonus feat. The bonus feat must be selected from the following list, and you must meet the prerequisites of the feat to select it.

Armor Proficiency (*any*), Builder, Cautious, Craft Cybernetics*, Cybertaker*, Educated, Gearhead, Great Fortitude, Improved Damage Threshold, Mastercrafter*, Personal Firearms Proficiency, Quick Reload, Salvage*, Smart Plus*, Toughness, Zero-G Training*.

**Denotes a feat found in the Future rules of the MSRD.*

Steady under fire

As a result of your experience and training, you can remain calm and focused on your work even under the most extreme circumstances. You can take 10 on any Craft, Demolitions, Disable Device, Knowledge (*technology*), or repair check, even when combat or other distractions would normally prevent you from being able to do so. Additionally, you do not provoke an attack of opportunity when using these skills.

Fast work

You can perform work regarding repair and construction much faster than others. You can accomplish a specific crafting or repair job in the time it normally takes to build or fix something one level less complex. For example, it normally takes 60 hours to scratch-build a computer -- a complex device. You can do it in 24 hours, the time for a complex device. Similarly to repair a complex item normally takes an hour, but you can do it in ten minutes.

Blueprinting

You can do more than just keep systems maintained at a heightened level of efficiency, you can actually redesign them to work better. Redesigning a system takes twice as long as it would to craft a similar system. You make a Research check to determine what level of increased efficiency your new system design manages, using the rules

for the boost performance ability to determine new in-game numerical values for the system.

Research Check	Maximum Efficiency
24 or less	100% normal (no increase)
25-35	110% normal
36-45	120% normal
46+	130% normal

Helm/navigation officer

While a starship is much more than just a vehicle, it's first and most important function is to transport its crew over vast distances. A starship travels at speeds impossible within an atmosphere, often through uncharted space, and risks total destruction should it accidentally encounter a sun or unmarked asteroid field. Thus the crew trusted to pilot and guide a starship must be well trained, carefully groomed, and allowed to gain experience in relatively safe routes before heading into uncharted space. It is to the helm and navigation officers the task of maneuvering a starship through the perils of space falls, and it is a task unlike any terrestrial job.

In peaceful times Helm/Navigation officers must act as pilots for slow docking maneuvers, helmsman for long journeys through space, and astrogators and mappers for any extended exploration. In times of war they must become tactical advisors, gunners and leaders. They need to know not only what must be done in starship combat, but what their ship is capable of and how its crew will respond. Because of the intrinsic authority that comes with helming a starship, many Helm/Navigation officers find themselves taking command training and becoming Commanders.

Requirements

To qualify to become a Helm/Navigation officer, you must fulfil the following criteria.

Base Attack Bonus: +3

Skill: Pilot 8+ ranks

Feat: Starship Operation

Hit Die

Helm/Navigation Officers gains 1d8, plus Constitution modifier, hit points per level.

Table: Helm/navigation officer

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+2	+0	Evasive maneuvers	+1	+1
2nd	+1	+3	+3	+1	Steady as she goes +1	+1	+1
3rd	+2	+3	+3	+1	Bonus feat	+2	+1
4th	+3	+4	+4	+1	Starship feat	+2	+2
5th	+3	+4	+4	+2	Steady as she goes +2	+3	+2
6th	+4	+5	+5	+2	Bonus feat	+3	+2
7th	+5	+5	+5	+2	Starship feat	+4	+3
8th	+6	+6	+6	+3	Steady as she goes +3	+4	+3
9th	+6	+6	+6	+3	Bonus feat	+5	+3
10th	+7	+7	+7	+3	Starship feat	+5	+4

Action points

For each level of Helm/Navigation Officer, you gain a number of action points equal to $6 + \frac{1}{2}$ your character level.

Skills

The Helm/Navigation Officer's class skills are as follows:

Balance (*Dex*), Climb (*Str*), Computer Use (*Int*), Concentration (*Con*), Drive (*Dex*), Escape Artist (*Dex*), Hide (*Dex*), Jump (*Str*), Knowledge (*current events, physical science, and tactics*)(*Int*), Move Silently (*Dex*), Navigate (*Int*), Pilot (*Dex*), Profession (*Wis*), Ride (*Dex*), Spot (*Wis*) and Swim (*Str*).

A Helm/Navigation Officer gains 5 plus Intelligence modifier skill points per level.

Class features

The following features pertain to the Engineering Officer advanced class:

Evasive maneuvers

If you spend a full round piloting a starship (*preventing you from making attacks or taking other actions*), you may add a bonus of up to +5 (*not to exceed your class levels*) to the ship's Defense. You must subtract the same number from all attack rolls made that round with starship weapons.

Steady as she goes

You can keep a starship remarkably even in combat, and angle your course so the ship's weapons are more easily brought to bear. Any attack roll made with a ship's weapon from a starship you are piloting gains a +1 circumstance

bonus. This bonus increases to +2 at 5th level and +3 at 8th level.

You can use evasive maneuver and steady as she goes at the same time. Simply apply penalties then add bonuses.

Bonus feats

At 3rd, 6th and 9th level you get a bonus feat. The bonus feat must be selected from the following list, and you must meet the prerequisites of the feat to select it.

Acrobatic, Aircraft Operation, Alien Weapon Proficiency*, Blind-Fight, Brawl, Dodge, Drive-By Attack, Far Shot, Fast Plus*, Force Stop, Guide, Improved Initiative, Personal Firearms Proficiency, Point Blank Shot, Quick Draw, Run, Spacer*, Starship Battle Run*, Starship Dodge*, Starship Feint*, Starship Gunnery*, Starship Mobility*, Starship Strafe*, Surface Vehicle Operations, Vehicle Dodge, Vehicle Expert, Zero-G Training*.

*Denotes a feat found in the Future rules of the MSRD.

Starship feats

At 4th, 7th and 10th level you gain a bonus feat that must be taken from the list below. You gain double the normal bonus from these feats (+2 dodge bonus from Starship Dodge, affecting an area four 500-foot squares long and two 500-foot squares wide with weapons on autofire for Starship Strafe).

Starship Dodge*, Starship Feint*, Starship Mobility*, Starship Strafe*

*Denotes a feat found in the Future rules of the MSRD.

Medical Officer

Medicine as practiced on a starship is different than anywhere else. In addition to all the normal possible reasons for a doctor's visit – injuries from accidents, normal illnesses, dental needs, physical check ups and the slow deterioration of the body over time – on a starship the possible threats are more complex, and help or specialists further away. A starship medical staff may need to care for members of dozens, or even hundreds, of species. If such species are refugees or natives of far off worlds, the medical staff may have no training on their specific physiology or taboos. New diseases from alien worlds may be encountered, or injuries from weapons using unknown technologies. Further, the starship medics must do all this without the benefit of consultations with experts, and often without the proper medicinal resources.

A Medical Officer must be surgeon, psychologist, pharmacist, dentist, veterinarian, xenobiologist, nurse and evacuation paramedic. Though advanced technology makes many of these tasks easier, the range of both ailments and convalescents a medical officer faces over a career strain even the most thorough educations to the limit. A Medical Officer learns to deal with the unexpected, perform research on the fly, pilot emergency vehicles, and filter local legend from useful medical advice. Many learn to also act as engineers, mechanics, bricklayers, gamblers, and even lawyers as they struggle with the problems of a galaxy of patients.

Requirements

To qualify to become a Medical Officer, you must fulfil the following criteria.

Skill: Knowledge (*earth and life sciences*) 8 ranks, Treat Injury 8+ ranks

Feat: Surgery, Xenomedic*.

*Denotes a feat found in the Future rules of the MSRD.

Hit Die

Medical Officers gain 1d8, plus Constitution modifier, hit points per level.

Action Points

For each level of Medical Officer, you gain a number of action points equal to $6 + \frac{1}{2}$ your character level.

Skills

The Medical Officer's class skills are as follows:

Computer Use (*Int*), Concentration (*Con*), Craft (*pharmaceutical*) (*Int*), Diplomacy (*Cha*), Drive (*Dex*), Gather Information (*Cha*), Handle Animal (*Cha*), Investigate (*Int*), Knowledge (*all skills, taken individually*) (*Int*), Pilot (*Dex*), Profession (*Wis*), Research (*Int*), Ride (*Dex*), Sense Motive (*Wis*), Survival (*Wis*), and Treat Injury (*Wis*).

A Medical Officer receive 5 + Intelligence modifier skill points per level.

Class Features

The following features pertain to the Medical Officer advanced class:

Dedicated Physician

You are called by a stronger dedication to healing than even a typical doctor feels. This dedication grants you a bonus to any skill check made to heal, cure, calm, or otherwise relieve a patient. This includes all Craft (*pharmaceuticals*) and Treat Injury checks, as well as any skill check the GM determines to be part of a curing process. The bonus is equal to one half your medical officer levels (*minimum +1*).

For example, Medic Ellison is trying to heal a Granivite, a race made largely of stone. She lacks any Granivite medical equipment, and must try to patch its wounds using cement and mortar. The GM rules this requires a DC 15 Craft (*structural*) check in addition to the normal treat Injury check. Since the check is specifically to cure a patient, Medic Ellison gets her dedicated physician bonus.

Triage

Your duties frequently require you to treat multiple disabled creatures at once. At 2nd level, you gain the ability to prioritize care and multitask well enough in an emergency you can treat two patients at a time. For any use of the Treat Injury skill, you can treat twice the normal number. Thus you can grant long-term care to two creatures per skill rank (*spending half an hour per two patients*), and use a medical kit to restore lost hit points to two creatures at once. You must be able to reach both patients at the same time for any skill check made in one round or less.

At 5th level your triage allows you to treat three times as many patients. By 8th level you can treat four times as many – the only way even the most overworked medic can handle a ward of injured crewmen after a battle.

Table: medical officer

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+0	+2	Dedicated physician	+1	+1
2nd	+1	+3	+1	+3	Triage I	+1	+1
3rd	+1	+3	+1	+3	Bonus feat	+2	+1
4th	+2	+4	+1	+4	Fake it	+2	+2
5th	+2	+4	+2	+4	Triage II	+3	+2
6th	+3	+5	+2	+5	Bonus feat	+3	+2
7th	+3	+5	+2	+5	Differential diagnosis	+4	+3
8th	+4	+6	+3	+6	Triage III	+4	+3
9th	+4	+6	+3	+6	Bonus feat	+5	+3
10th	+5	+7	+3	+7	Healing hands	+5	+4

Bonus Feats

At 3rd, 6th and 9th level you get a bonus feat. The bonus feat must be selected from the following list, and you must meet the prerequisites of the feat to select it.

Craft Cybernetics*, Cybernetic Surgery*, Dodge, Educated, Endurance, Improved Damage Threshold, Improved Knockout Punch, Knockout Punch, Medical Expert, Oathbound*, Personal Firearm Proficiency, Planetary Adaptation*, Ultra Immune System*, Zero-G Training*.

*Denotes a feat found in the Future rules of the MSRD.

Fake It

As a Medical Officer you are often forced to try operations, procedures and methods you've never trained for. As a result, you are allowed to make skill checks in any skill you are not trained in, even if it's normally a trained-only skill. If you make such a check as part of healing a patient, you gain your normal bonus for dedicated physician.

Differential Diagnosis

The medical threats a starship crew may face on alien worlds can be so different they defy easy analysis. It can be hard to tell if ailing patients are poisoned, diseased, or suffering attacks from creatures slightly out of phase with normal space. With this ability, you can make a Research check (DC 30) to identify what is causing a creature to be at penalties or lose hit points or ability points. A differential diagnosis takes 1d4 hours of tests and analysis per check, but every failed check grants a cumulative +2 bonus to future checks. In most cases you will eventually find the cause of trouble – but your patient may die first.

Identifying an ailment allows you to know if it is a poison, disease, attack, or other phenomenon, what its game stats are (*incubation period, damage, and so on*). This does not automatically cure it, but it does grant a +2 circumstance bonus to any treat Injury check made to cure a patient of the ailment.

Healing Hands

You can make a Treat Injury check to restore hit points even without a medical kit. If you have a medical kit, you may restore hit points to the same target a number of additional times per day equal to your Wisdom modifier (*minimum 1*).

Security Officer

The nature of starflight forces many roles to be combined in a space-traveling military. So much personnel is needed for starship-related tasks, and so much combat takes place at a ship-to-ship scale, that numerous individual-scaled tasks must be folded into a single department. The Security Officer is a combination of military police, infantry, and scout. It is the job of security to protect critical areas of any command (be it starship, station, or ground base), maintain discipline, investigate crimes, guard prisoners and VIPs, and establish safe regions in unknown territories. They are not specialist at any one of these tasks – if needed star marines or the naval judicial advocate's office can be called in for anything beyond the ability of Security Officers. But it would be a mistake to underestimate the crew who are often the first in to danger, and the last out.

Requirements

To qualify to become a Security Officer, you must fulfil the following criteria.

Table: security officer

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+2	+2	+0	Establish perimeter	+1	+0
2nd	+2	+3	+3	+1	Sharp +1	+1	+0
3rd	+3	+3	+3	+1	Bonus feat	+2	+1
4th	+4	+4	+4	+1	Bonus feat	+2	+1
5th	+5	+4	+4	+2	Sharp +2	+3	+1
6th	+6	+5	+5	+2	Bonus feat	+3	+2
7th	+7	+5	+5	+2	Bonus feat	+4	+2
8th	+8	+6	+6	+3	Sharp +3	+4	+2
9th	+9	+6	+6	+3	Bonus feat	+5	+3
10th	+10	+7	+7	+3	Hunch	+5	+3

Base Attack Bonus: +3

Skill: Knowledge (*tactics*) 8 ranks

Feats: Alertness, Improved Initiative

Hit Die

Security officers gains 1d10, plus Constitution modifier, hit points per level.

Action Points

For each level of Security Officer, you gain a number of action points equal to 6 + ½ your character level.

Skills

The Security Officer's class skills are as follows:

Bluff (*Cha*), Climb (*Str*), Gather Information (*Cha*), Hide (*Dex*), Intimidate (*Cha*), Investigate (*Int*), Jump (*Str*), Knowledge (*behavioral sciences, streetwise, tactics*), Listen (*Wis*), Move Silently (*Dex*), Profession (*Wis*), Ride (*Dex*), Search (*Int*), Sense Motive (*Wis*), Spot (*Wis*), Survival (*Wis*), Swim (*Str*), and tumble (*Dex*).

Security Officers receive 3 plus Intelligence modifier skill points per level.

Class Features

The following features pertain to the Security Officer advanced class:

Establish Perimeter

You can set up an area so it can be easily watched and patrolled. Once an area no larger than a square 10-feet-per-class-level on a side has been walked by you (*taking 10 minutes*), you and all you allies gain a +4 bonus to all

Listen and Spot checks to notice someone entering the area. You must be within the perimeter to gain this bonus, which lasts for 24 hours.

Sharp

As a security officer you are always training yourself to notice small details, process their meaning, and react quickly to any threats you perceive. At 2nd level you gain a +1 bonus to all Gather Information, Investigate, Listen, Search, Sense Motive, and Spot checks, as well as all Initiative checks. This bonus increases to +2 at 5th level and +3 at 8th level.

Bonus Feats

At 3rd, 4th, 6th, 7th and 9th level you get a bonus feat. The bonus feat must be selected from the following list, and you must meet the prerequisites of the feat to select it.

Acrobatic, Advanced Combat Martial Arts, Advanced Firearm Proficiency, Alien Weapon Proficiency*, Armor Proficiency (*light, medium or heavy*), Athletic, Attentive, Brawl, Combat Expertise, Combat Martial Arts, Dead Aim, Defensive Martial Arts, Far Shot, Great Fortitude, Improved Brawl, Improved Combat Martial Arts, Improved Disarm, Iron Will, Knockout Punch, Lightning Reflexes, Nerve Pinch*, Personal Firearm Proficiency, Spacer*, Starship Operation*, Streetfighting, Toughness, Urban Tracking*, Zero-G Training*.

*Denotes a feat found in the Future rules of the MSRD.

Hunch

Through keen intuition and deductive reasoning, you are able to leap to accurate conclusions even if there isn't enough evidence to prove them.

Once per day you may spend an action point for the GM to tell you if an assumption is entirely true, or not. The assumption must be about something you have at least some knowledge, and must be something that could be discovered through direct observation of your senses and does not require knowledge of future events. For example, you could have the GM confirm the assumption that a wrecked starship had been attacked by the Solar Marauders. You could not have the GM confirm that the Marauders gang will attack a given starbase in a month (*future events*), that the leader of the Marauders hates all non-humans (*feelings are not directly observable*), though you could confirm that he has stated that he hates non-humans, or that a majority of his attacks have been against non-humans.

It's best to keep assumptions simple, preferably ten words or less. In part this is to make things easy for the GM, but it's also because you are only told of the assumption is entirely true. If even a small element is off, the assumption is not confirmed. For example, if you asked to confirm that the Solar Marauders attacked the starship yesterday, and it actually happened two days ago, your assumption would not be confirmed. If for some reason the GM can't confirm or refuse to confirm an assumption (*if the GM doesn't know the answer, for example*), your daily use of this ability is gone, but your hero point is not spent.

Warning Shout

As a free action, you can issue a warning shout. Any ally within hearing range of you stops being flat-footed (*and if asleep, is immediately awoken*).

Science/Systems Officer

The importance of communications, sensors, and technology in general cannot be overstated on a starship. While it is the job of an engineer to keep such systems functional, and helm to actually steer the ship, specialized systems officers are needed for the most important secondary equipment aboard the ship. Depending on the structure of the organization the Science/Systems Officer belongs to, he may be known as a communications officer, a sensor tech, or a mission specialist.

Regardless of official title or duties, the Science/System Officer becomes a master of all things technological. Information on biology, physics, the habits of the religious cults of Alpha Centari and how to disable a man with one well-placed blow can all be gleaned in time by an open-minded

Science/Systems Officer. Crew members quickly learn where to turn to analyze unknown threats and technologies, operate ship's systems in hazardous conditions, and to find out about some obscure piece of information.

Requirements

To qualify to become a Science/Systems Officer, you must fulfil the following criteria.

Skill: Any three Knowledge skills, 8 ranks

Feat: Any two of the following feats: Builder, Cautious, Educated, Gearhead, or Studious

Hit Die

Science/Systems Officers gain 1d6, plus Constitution modifier, hit points per level.

Action Points

For each level of Science/Systems Officer, you gain a number of action points equal to $6 + \frac{1}{2}$ your character level.

Skills

The Science/Systems Officer's class skills are as follows:

Bluff (*Cha*), Computer Use (*Int*), Concentration (*Con*), Craft (*any*)(*Wis*), Decipher Script (*Int*), Demolitions (*Int*), Disable Device (*Int*), Drive (*Dex*), Forgery (*Int*), Gamble (*Wis*), Gather Information (*Cha*), Investigate (*Int*), Knowledge (*all, each taken individually*)(*Int*), Perform (*Cha*), Profession (*Wis*), Read/Write Language, Repair (*Int*), Research (*Int*), Search (*Int*), Speak Language, and Survival (*Wis*)

Science/Systems Officers gain 9 plus Intelligence skill points each level.

Class Features

The following features pertain to the Science/Systems Officer advanced class:

Knowledge Bonus

You gain information and knowledge of a wide variety of subjects. For each class level, you may learn to both Read/Write and Speak one additional language, or gain a +2 competence bonus to one Intelligence-based skill. You may select the same skill up to three times, increasing its bonus by +2 each time.

Table: science/systems officer

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+2	+2	Knowledge bonus	+0	+2
2nd	+1	+1	+3	+3	Systems Expertise +1	+1	+2
3rd	+1	+1	+3	+3	Bonus feat	+1	+2
4th	+2	+1	+4	+4	Analyze capability	+1	+3
5th	+2	+2	+4	+4	Systems Expertise +2	+2	+3
6th	+3	+2	+5	+5	Bonus feat	+2	+3
7th	+3	+2	+5	+5	Analyze weakness	+2	+4
8th	+4	+3	+6	+6	Systems Expertise +3	+3	+4
9th	+4	+3	+6	+6	Bonus feat	+3	+4
10th	+5	+3	+7	+7	Broad Knowledge	+3	+5

Analyze capability

When using sensors (*starship sensors or a hand-held piece of equipment that grants a bonus to Listen, Search or Spot checks*) you can determine one capability with a successful Search check. This takes one minute, and has a DC equal to 10+ HD for creatures, or the purchase DC for items, or 30 for anything else.

You determine one thing about one item, vehicle, base or creature. This may be its largest attack (*and how many dice it does*), hardness, hit points, speed, one ability score, or one unknown function (*such as the power to replicate matter, spit acid, or travel faster than the speed of light*).

Systems Expertise

You can become an expert in one starship system per class level. This may be a specific level of sensor, a high-tech device (*such as a teleportation chamber or matter replicator*) or even a specific starship weapon. Your thorough understanding of this system grants you a +1 bonus to all checks involving it, including attack rolls if you select a weapon. This bonus increases to +2 at 5th level and +3 at 8th level.

Additionally, selecting a system allows you to take 10 with any check involving it (*including attack rolls for weapons*), even when combat or distractions would normally prevent you from doing so.

Bonus Feats

At 3rd, 6th and 9th level you get a bonus feat. The bonus feat must be selected from the following list, and you must meet the prerequisites of the feat to select it.

Aircraft Operation, Alertness, Alien Weapons Proficiency*, Archaic Weapons Proficiency, Blind-Fight, Builder,

Cautious, Combat Expertise, Combat martial Arts, Combat Reflexes, Creative, Defensive Martial Arts, Educated, Exotic Melee Weapons Proficiency, Gearhead, Master-crafter*, Meticulous, Nerve Pinch*, Personal Firearm Proficiency, Point Blank Shot, Starship Operation*, Studious, Surface Vehicle Operation, Urban Tracking*, Zero-G Training*.

*Denotes a feat found in the Future rules of the MSRD.

Analyze capability

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Analyze weakness

You are able to analyze nearly anything to find a weakness. As a full-round action you make a Search check, with a DC equal to 10+ HD for creatures, or the purchase DC for items, or 30 for anything else. On a successful check, you may point out a weakness of the creature, item or location. Attacks made by characters aware of the weakness you found (*including you*) bypass a number of points of hardness or DR equal to your class level.

Broad Knowledge

Your knowledge base is so great you can make any Knowledge skill check untrained. You have a minimum bonus of 10 plus your Intelligence modifier. If you have more than ten ranks in a Knowledge skill, you make checks normally.

Written by Owen K.C. Stephens

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