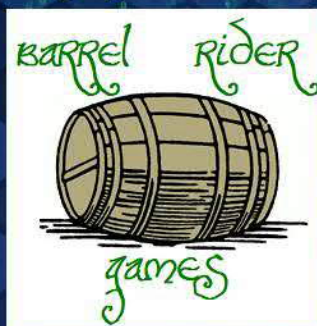


Mercenary



**A Player Character Class
for Starships & Spacemen, 2nd Edition**

Written by: James M. Spahn



**STARSHIPS
& SPACEMEN**
COMPATIBLE PRODUCT

Mercenary

A Player Character Class for *Starships & Spacemen, 2nd Edition*

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Prime Requisite: CON 9

Primary Skill: Combat

Uniform:

Hit Points: 1d10/level to level 9, then +2 per level

In war someone always profits and soldiers always fight. Mercenaries are paid guns, one and all, who make their ways in the Confederation living by their weapons. Unscrupulous men and warlords of the stars will pay well for hired guns and there is always another battle to fight. No loyalty stronger than that which is bought.

Mercenaries use the Military Officer Experience Progression chart and Officer Skill Progression chart, both found in the *Starships and Spacemen, 2nd Edition* core book.

Bounty Hunter

Prime Requisite: STR 12

Secondary Skill: Contact

Not all Mercenaries are killers and

not all those they fight are to be slain. Some men escape the justice of the law and others are wanted for crimes against men who operate outside the boundaries of the Confederation. Bounty hunters retrieve these men for those who pay handsomely.

By making a successful Contact skill check, the bounty hunter is able to learn rumors and the last known star system of a chosen individual. This information is never more than 1d4 days old. A bounty hunter may only track one individual at a time and in order to gather information on a new subject they must abandon their initial search.

Commando

Prime Requisite: WIS 12

Secondary Skill: Science

Some warriors live by more than the gun. It is their keen intellect and extensive knowledge of terrain and environment allows them to gain special insight how the environment around them to a tactical advantage for themselves and their allies. Through their knowledge of guerrilla warfare, they are often able to create an advantage where none previously existed.

If a Commando spends ten rounds surveying their landscape or indoor surroundings, they are able to grant both themselves and their allies a one-point bonus to all Combat skill rolls that take place in that given area while

they are present. The exact distances and dimensions of the landscape or indoor surroundings and how far this benefit expands is determined by the Star Master.

Pirate

Prime Requisite: DEX 12

Secondary Skills: Technical

Not all men sentient races who travel the stars seek to buy and sell the good of the universe. Some are thieves of the worst sort. By preying upon travelers, legitimate traders, or even Space Fleet vessels. Aboard heavily

armed ships, they regularly attack and board whatever vessels they find, seeking plunder they can sell for quick coin.

While commanding a starship the Pirate does more damage than others characters. Pirates roll 2d3x5 for damage, instead of the normal 1d6x5. When using an Fireball weapon they roll 2d3x10 for damage, instead of the standard 1d6x10. They do not receive an increased damage for Ion Torpedoes, as these are physical objects that operate independently of the Pirate's abilities.

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