

"You know, I can cook, too. You'd be surprised at the skills you acquire as a mercenary."

Tyr to Beka

Welcome to the Working Week

So you've chosen your race and you've rolled your stats, you've your racial feats and skills all sorted out and your thinking I'm ready to kick ass.

Well not quite yet it's a harsh and unforgiving universe out there and no matter what you do it's easier to get along in it with a bit of money behind you. That means an occupation.

Now we're not talking a 9-5 stuck behind a desk thing, cat burglar is as valid an occupation as traffic warden and a whole lot more fun. This is just the set of things that you're good at and a few personal flourishes to make your character sing or dance or fire really big guns depending what you're planning to be good at.

So there's a bunch of templates coming up you pick the one(s) that suits you best attach the skills and abilities to your character and away you go.

MULTICLASS CHARACTERS

A character may add new classes as he or she progresses in level, thus becoming a multiclass character. The class abilities from a character's different classes combine to determine a multiclass character's overall abilities. Multiclassing improves a character's versatility at the expense of focus.

CLASS AND LEVEL FEATURES

As a general rule, the abilities of a multiclass character are the sum of the abilities of each of the character's classes.

Level: "Character level" is a character's total number of levels. It is used to determine when feats and ability score boosts are gained.

"Class level" is a character's level in a particular class. For a character whose levels are all in the same class, character level and class level are the same.

Hit Points: A character gains hit points from each class as his or her class level increases, adding the new hit points to the previous total.

Base Attack Bonus: Add the base attack bonuses acquired for each class to get the character's base attack bonus. A resulting value of +6 or higher provides the character with multiple attacks.

Saving Throws: Add the base save bonuses for each class together.

Skills: If a skill is a class skill for any of a multiclass character's classes, then character level determines a skill's maximum rank. (The maximum rank for a class skill is 3 + character level.)

If a skill is not a class skill for any of a multiclass character's classes, the maximum rank for that skill is one-half the maximum for a class skill.

Class Features: A multiclass character gets all the class features of all his or her classes but must also suffer the consequences of the special restrictions of all his or her classes.

Feats: A multiclass character gains feats based on character levels, regardless of individual class level

Ability Increases: A multiclass character gains ability score increases based on character level, regardless of individual class level.

Bounty Hunter

It's a dark universe out there, and you're either predator or prey. Your job is to reel in the predators. Sure it's nice if you take down bad guys and make the universe a slightly better place, but if there's no profit in it then that's the cops job.

Hit Dice –D10

Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the Bounty Hunter gains a bonus feat. This feat must be selected from the following list, and the Bounty Hunter must meet any prerequisites.

Athletic, Blind Fight, Defensive Martial Arts, Dead Aim, Die Hard, Disarm, Improved Brawl, Slipstream Pilot, Street fighting, Stunning fist



| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Class Features | Defense Bonus | Reputation Bonus |
|-------------|-------------------|-----------|----------|-----------|----------------|---------------|------------------|
| 1st | +0 | +1 | +0 | +0 | Talent | +1 | +0 |
| 2nd | +1 | +2 | +0 | +0 | Bonus feat | +2 | +0 |
| 3rd | +2 | +2 | +1 | +1 | Talent | +2 | +1 |
| 4th | +3 | +2 | +1 | +1 | Bonus feat | +3 | +1 |
| 5th | +3 | +3 | +1 | +1 | Talent | +3 | +1 |
| 6th | +4 | +3 | +2 | +2 | Bonus feat | +3 | +2 |
| 7th | +5 | +4 | +2 | +2 | Talent | +4 | +2 |
| 8th | +6/+1 | +4 | +2 | +2 | Bonus feat | +4 | +2 |
| 9th | +6/+1 | +4 | +3 | +3 | Talent | +5 | +3 |
| 10th | +7/+2 | +5 | +3 | +3 | Bonus feat | +5 | +3 |

Feats: -

The Bounty hunter gains Simple weapons proficiency at first level

Skill Points at 1st Level: (5 + Int modifier) x4.

Skill Points at Each Additional Level: 3 + Int modifier.



Class Skills: -

Pilot, Computer Use, Diplomacy, Gather Evidence, Intimidate, Listen, Move Silently, Spot

Talents

At 1st, 3rd, 5th, 7th, and 9th level, the Bounty Hunter selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the Hunter qualifies, he or she can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

Talent trees

| | |
|---|--|
| <p>Unbreakable Talent Tree The Bounty Hunter is particularly resilient thanks to the following talents.</p> <p>Remain Conscious: The Bounty Hunter gains the ability to continue to perform actions when he or she would otherwise be considered unconscious and dying. When the Characters hit points reach -1, the hunter can perform as though he or she were disabled, making either an attack action or a move action every round until the hero reaches -10 hit points (and dies) or the hunter's hit points return to 1 or higher. The hero can choose to succumb to unconsciousness</p> <p>Robust: The Bounty Hunter becomes especially robust, gaining a number of hit points equal to his or her Hunter level as soon as he or she selects this talent. Thereafter, the hero gains +1 hit point with each level of Hunter he or she gains.</p> <p>Stamina: The Bounty hunter recovers twice as fast as normal. So, the hunter recovers 2 hit points per character level per evening of rest, 2 points of temporary ability damage per evening of rest, and awakens in half the normal time after being knocked unconscious. Prerequisite: Robust.</p> | <p>Tracker The Bounty Hunter is particularly adept at following a quarries trail through piecing together hints and clues.</p> <p>Tracker Character gets +1 to all computer use, diplomacy, gather information or spot roll concerning his immediate quarry.</p> <p>Improved Tracker Character gets +2 to all computer use, diplomacy, gather information or spot roll concerning his immediate quarry.</p> <p>Advanced Tracker Character gets +3 to all computer use, diplomacy, gather information or spot roll concerning his immediate quarry.</p> |
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Diplomat

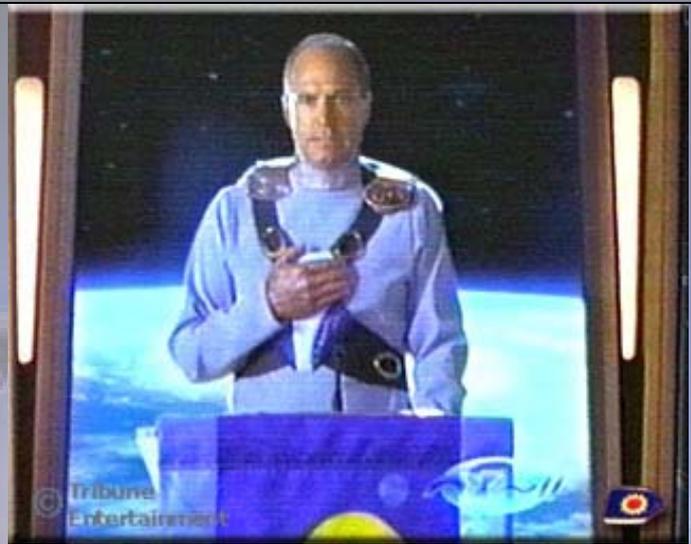
Ambassador, politician, rebel leader, hostage negotiator, conman. When the job is to get people to trust you then you step up to the plate and bring your fabled charm to bear. Course helps if that's not all you bring to bear after all you get more with a kind word and a massive battle armada than just a kind word.

Hit Dice D6

Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the Diplomat gains a bonus feat. This feat must be selected from the following list, and the Diplomat must meet any prerequisites.

Agile Riposte, Creative, Deceptive, Dodge, Frightful Presence, Iron Will, Lightning Reflexes, Low Profile, Point Blank Shot, Renown, Trustworthy, Windfall.



| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Class Features | Defense Bonus | Reputation Bonus |
|-------------|-------------------|-----------|----------|-----------|----------------|---------------|------------------|
| 1st | +0 | +1 | +1 | +0 | Talent | +0 | +2 |
| 2nd | +1 | +2 | +2 | +0 | Bonus feat | +1 | +2 |
| 3rd | +1 | +2 | +2 | +1 | Talent | +1 | +2 |
| 4th | +2 | +2 | +2 | +1 | Bonus feat | +1 | +3 |
| 5th | +2 | +3 | +3 | +1 | Talent | +2 | +3 |
| 6th | +3 | +3 | +3 | +2 | Bonus feat | +2 | +3 |
| 7th | +3 | +4 | +4 | +2 | Talent | +2 | +4 |
| 8th | +4 | +4 | +4 | +2 | Bonus feat | +3 | +4 |
| 9th | +4 | +4 | +4 | +3 | Talent | +3 | +4 |
| 10th | +5 | +5 | +5 | +3 | Bonus feat | +3 | +5 |

Skill Points at 1st Level: (7 + Int modifier) x4.

Skill Points at Each Additional Level: 7 + Int modifier.

Class Skills

Bluff (Cha), Computer (Int), Concentrate (Wis), Diplomacy (Cha), Gather Information (Cha), Knowledge (Int), Listen (Wis), Negotiate (Cha), Read/Write (None), Sense Motive (Wis) and Spot (Wis)

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Talent Tree

Leadership Talent Tree

The Diplomat has a talent for leadership and inspiration.

Coordinate: The Diplomat has a knack for getting people to work together. When the hero can spend a full round directing his or her allies and makes a Charisma check (DC 10), the hero provides any of his or her allies within 30 feet a +1 bonus on their attack rolls and skill checks. The bonus lasts for a number of rounds equal to the hero's Charisma modifier. The hero can coordinate a number of allies equal to one-half his or her Charismatic level, rounded down (to a minimum of one ally).

Inspiration: The Diplomat can inspire his or her allies, bolstering them and improving their chances of success. An ally must listen to and observe the Diplomat for a full round for the inspiration to take hold, and the hero must make a Charisma check (DC 10). The effect lasts for a number of rounds equal to the hero's Charisma modifier. An inspired ally gains a +2 morale bonus on saving throws, attack rolls, and damage rolls. A Diplomat can't inspire him or herself. The hero can inspire a number of allies equal to one-half his or her Charismatic level, rounded down (to a minimum of one ally).

Prerequisite: Coordinate.

Greater Inspiration: The Diplomat can inspire his or her allies to even greater heights, bolstering them and improving their chances of success. An ally must listen to and observe the Diplomat for a full round for the greater inspiration to take hold, and the hero must make a Charisma check (DC 10). The effect lasts for a number of rounds equal to the hero's Charisma modifier. An inspired ally gains an additional +1 morale bonus on saving throws, attack rolls, and damage rolls, which stacks with the bonus from inspiration for a total of a +3 morale bonus. A Diplomat can't inspire him or herself. The hero can inspire a number of allies equal to one-half his or her Charismatic level, rounded down (to a minimum of one ally).

Prerequisites: Coordinate, inspiration

No Sweat

Starting at 5th level, whenever a Diplomat spends 1 action point to improve the result of a die roll, he or she rolls an additional 1d6. The Diplomat can then select the highest die roll to add to his or her d20 roll.

Charm Offensive

The diplomat can roll charisma based skills other than performance twice and keep the more beneficial roll.

Engineer

The whoosh of the engine, the roar of the guns, the niggling problems when the nano-bots become sentient, you're the one in charge when it hits the fan and life support's going to fail in 5 minutes.

Hit Dice –D6

Bonus Feats:

At 2nd, 4th, 6th, 8th, and 10th level, the Engineer gains a bonus feat. This feat must be selected from the following list, and the Engineer must meet any prerequisites.

Builder, Cautious, Combat Expertise, Educated, Gearhead, Improved Disarm, Improved Trip, Iron Will, Lightning Reflexes, Meticulous, Studious, Vehicle Expert, Weapon Focus.



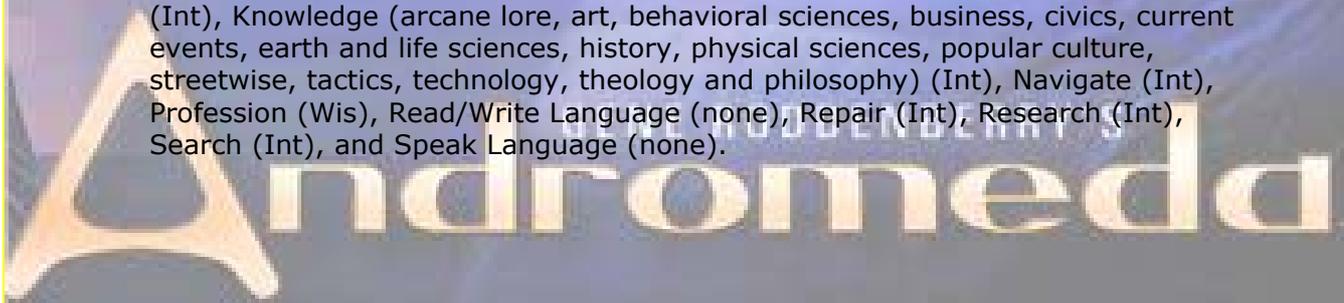
| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Class Features | Defense Bonus | Reputation Bonus | Class Level |
|-------------|-------------------|-----------|----------|-----------|----------------|---------------|------------------|-------------|
| 1st | +0 | +0 | +0 | +1 | Talent | +0 | +1 | 1st |
| 2nd | +1 | +0 | +0 | +2 | Bonus feat | +1 | +1 | 2nd |
| 3rd | +1 | +1 | +1 | +2 | Talent | +1 | +1 | 3rd |
| 4th | +2 | +1 | +1 | +2 | Bonus feat | +1 | +2 | 4th |
| 5th | +2 | +1 | +1 | +3 | Talent | +2 | +2 | 5th |
| 6th | +3 | +2 | +2 | +3 | Bonus feat | +2 | +2 | 6th |
| 7th | +3 | +2 | +2 | +4 | Talent | +2 | +3 | 7th |
| 8th | +4 | +2 | +2 | +4 | Bonus feat | +3 | +3 | 8th |
| 9th | +4 | +3 | +3 | +4 | Talent | +3 | +3 | 9th |
| 10th | +5 | +3 | +3 | +5 | Bonus feat | +3 | +4 | 10th |

Skill Points at 1st Level: (9 + Int modifier) x4.

Skill Points at Each Additional Level: 9 + Int modifier.

Class Skills: -

Computer Use (Int), Craft (AI, chemical, cybernetics, electronic, mechanical, Nanotech, pharmaceutical, structural) (Int), Disable Device (Int), Investigate (Int), Knowledge (arcane lore, art, behavioral sciences, business, civics, current events, earth and life sciences, history, physical sciences, popular culture, streetwise, tactics, technology, theology and philosophy) (Int), Navigate (Int), Profession (Wis), Read/Write Language (none), Repair (Int), Research (Int), Search (Int), and Speak Language (none).



Talent Trees

Changing the Laws of Physics

There's less time to fix the life support/engine gunnery etc than it can possibly take unless you can find a fast, temporarily fix.

Changing the laws of physics

Reduce repair or craft time by 5% or reduce DC components needed by 5%

Failure rate of the fix is 5% per round after the 3rd it's in effect until a full repair can be effected

Improved Changing the laws of physics

Reduce repair time by 5% (10% total) or reduce DC components needed by 5%. (10 % total)

Failure rate of the fix is 10% per round after the 3rd it's in effect until a full repair can be effected

Prerequisite: Changing the laws of physics

Advanced Changing the laws of physics

Reduce repair time by 5% (15% total) or reduce DC components needed by 5%. (15 % total)

Failure rate of the fix is 10% per round after the 3rd it's in effect until a full repair can be effected

Prerequisite: Changing the laws of physics, Improved Changing the laws of physics

Quality Workmanship

It's always nice to do a quality job, your work is of such quality even your quick fixes are better than average. (50% reduction in failure chance)

Any thing you take time over counts as a quality level higher than normal

The Millionth monkey

The gods of techno babble smile on you when trying to figure out any alien device you get to roll twice discarding the lowest roll.

Scavenge

Techs hard to come by and antiproton injection coils don't grow on trees. You get +3 on any roll to find a suitable item (based on local tech level)

Jury-Rig

An Engineer gains a +2 competence bonus on Repair skill checks made to attempt temporary or jury-rigged repairs. See the Repair skill for details on jury-rigging.

At 7th level, this competence bonus increases to +4.

Entrepreneur

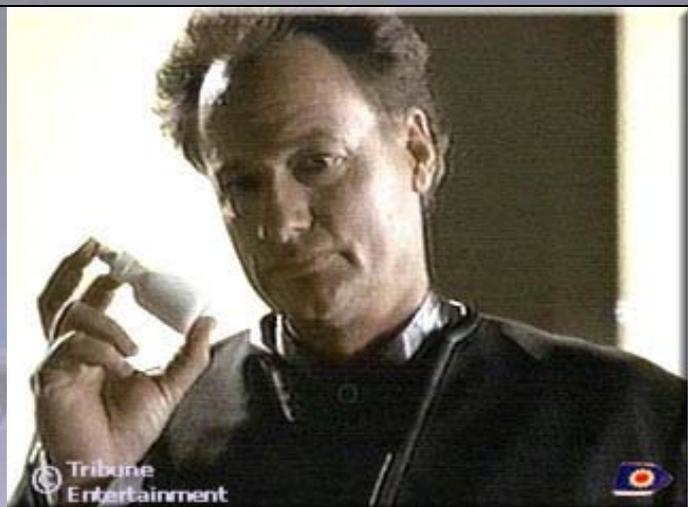
The dealmakers, there are deals to be made and fortunes to be found. Sure the path isn't going to be easy or even legal per se. In a universe where might makes right you have to be strong or rich enough to hire those that are preferably both

Hit Dice –D6

Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the Diplomat gains a bonus feat. This feat must be selected from the following list, and the Entrepreneur must meet any prerequisites.

Agile Riposte, Celebrity, Creative, Deceptive, Diligent, Frightful Presence, Great Renown, Investigator, Iron Will, Low Profile, Meticulous, Renown, Trustworthy, Windfall.



| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Class Features | Defense Bonus | Reputation Bonus |
|-------------|-------------------|-----------|----------|-----------|----------------|---------------|------------------|
| 1st | +0 | +1 | +1 | +0 | Talent | +0 | +2 |
| 2nd | +1 | +2 | +2 | +0 | Bonus feat | +1 | +2 |
| 3rd | +1 | +2 | +2 | +1 | Talent | +1 | +2 |
| 4th | +2 | +2 | +2 | +1 | Bonus feat | +1 | +3 |
| 5th | +2 | +3 | +3 | +1 | Talent | +2 | +3 |
| 6th | +3 | +3 | +3 | +2 | Bonus feat | +2 | +3 |
| 7th | +3 | +4 | +4 | +2 | Talent | +2 | +4 |
| 8th | +4 | +4 | +4 | +2 | Bonus feat | +3 | +4 |
| 9th | +4 | +4 | +4 | +3 | Talent | +3 | +4 |
| 10th | +5 | +5 | +5 | +3 | Bonus feat | +3 | +5 |

Skill Points at 1st Level: (7 + Int modifier) x4.

Skill Points at Each Additional Level: 7 + Int modifier.

Class Skills

Appraise (Int), Bluff (Cha), Computer (Int), Concentrate (Wis), Diplomacy (Cha), Gather Information (Cha), Knowledge (Int), Listen (Wis), Negotiate (Cha), Read/Write (None), Sense Motive (Wis) and Spot (Wis)



Talent Tree

Fast-Talk Talent Tree

The Entrepreneur has an innate talent for bending the truth and dazzling others with a combination of words, mannerisms, and charm.

Fast-Talk: The Entrepreneur has a way with words when attempting to con and deceive. With this talent, he or she applies his or her Charismatic level as a competence bonus on any Bluff, Diplomacy, or Gamble checks the hero makes while attempting to lie, cheat, or otherwise bend the truth.

Dazzle: The Entrepreneur has the ability to dazzle a target through sheer force of personality, a winning smile, and fast-talking. The target must have an Intelligence score of 3 or higher to be susceptible to a dazzle attempt, must be within 30 feet of the hero, and must be able to see, hear, and understand the hero. To dazzle a target, the hero must use an attack action and make a Charisma check (DC 15), adding his or her Charismatic level as a bonus. If the Charisma check succeeds, the target can try to resist.

The target resists the dazzle attempt by making a Will saving throw (DC 10 + Entrepreneur's class level + Entrepreneur's Cha bonus). If the save fails, the target receives a -1 penalty on attack rolls, ability checks, skill checks, and saving throws for a number of rounds equal to the character's Charismatic level.

This talent can be selected multiple times, each time worsening the dazzled penalty by -1. This is a Mind-Affecting ability.

Prerequisite: Fast-talk.

Taunt: The Entrepreneur has the ability to temporarily rattle a target through the use of insults and goading. The target must have an Intelligence score of 3 or higher to be susceptible to a taunt, must be within 30 feet of the hero, and must be able to hear and understand the hero.

To taunt a target, the hero must use an attack action and make a Charisma check (DC 15), adding his or her Charismatic level as a bonus. If the Charisma check succeeds, the target can try to resist.

The target resists the taunt by making a Will saving throw (DC 10 + Entrepreneur's class level + Entrepreneur's Cha bonus). If the save fails, the target becomes dazed (unable to act, but can defend normally) for 1 round.

A taunt can be played on an opponent any number of times. This is a Mind-Affecting ability.

Prerequisites: Fast-talk, dazzle.

Charm Talent Tree

The Entrepreneur has an innate talent for being charming and captivating.

Charm: The Entrepreneur gets a competence bonus on all Charisma-based skill checks made to influence members of his chosen gender. (Some characters are charming to members of the opposite gender, others to members of the same gender.) The bonus is equal to the character's Charismatic level.

An Entrepreneur can only charm Gamemaster characters with attitudes of indifferent or better. The charm bonus can't be used against characters who are unfriendly or hostile. This ability can be taken more than once (for another gender).

Favor: The Entrepreneur has the ability to acquire minor aid from anyone he or she meets. By making a favor check, an Entrepreneur can gain important information without going through the time and trouble of doing a lot of research. Favors can also be used to acquire the loan of equipment or documents, or to receive other minor assistance in the course of an adventure. A Entrepreneur spends 1 action point to activate this talent. To make a favor check, roll a d20 and add the character's favor bonus, equal to the character's Charismatic level. The GM sets the DC based on the scope of the favor being requested. The DC ranges from 10 for a simple favor to as high as 30 for formidable and highly dangerous, expensive, or illegal favors. A Entrepreneur can't take 10 or 20 on this check, nor can the hero retry the check for the same (or virtually the same) favor. Favors should help advance the plot of an adventure. A favor that would enable a character to avoid an adventure altogether should always be unavailable to the character, regardless of the result of a favor check. The GM should carefully monitor a Entrepreneur's use of favors to ensure that this ability isn't abused. The success or failure of a mission shouldn't hinge on the use of a favor, and getting a favor shouldn't replace good roleplaying or the use of other skills. The GM may disallow any favor deemed to be disruptive to the game.

Prerequisite: Charm.

Librarian

"It's an insignia for the Special collections division of the All Systems University"

Welcome to one of the most exciting and dangerous professions in the known universe. Librarians are the thin line of dawn on the horizon of the long night. They gather data old, new, common knowledge or forgotten lore. They go where others dare not, see and record what people want to keep secret and eventually will make this knowledge available for all

Hit Dice –D6

Bonus Feats:

At 2nd, 4th, 6th, 8th, and 10th level, the Librarian gains a bonus feat. This feat must be selected from the following list, and the Librarian must meet any prerequisites.

Builder, Cautious, Combat Expertise, Educated, Energy Weapons Proficiency, Gearhead, Improved Disarm, Improved Trip, Iron Will, Knowledge (any), Lightning Reflexes, Meticulous, Studious, Vehicle Expert,



| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Class Features | Defense Bonus | Reputation Bonus | Class Level |
|-------------|-------------------|-----------|----------|-----------|----------------|---------------|------------------|-------------|
| 1st | +0 | +0 | +0 | +1 | Talent | +0 | +1 | 1st |
| 2nd | +1 | +0 | +0 | +2 | Bonus feat | +1 | +1 | 2nd |
| 3rd | +1 | +1 | +1 | +2 | Talent | +1 | +1 | 3rd |
| 4th | +2 | +1 | +1 | +2 | Bonus feat | +1 | +2 | 4th |
| 5th | +2 | +1 | +1 | +3 | Talent | +2 | +2 | 5th |
| 6th | +3 | +2 | +2 | +3 | Bonus feat | +2 | +2 | 6th |
| 7th | +3 | +2 | +2 | +4 | Talent | +2 | +3 | 7th |
| 8th | +4 | +2 | +2 | +4 | Bonus feat | +3 | +3 | 8th |
| 9th | +4 | +3 | +3 | +4 | Talent | +3 | +3 | 9th |
| 10th | +5 | +3 | +3 | +5 | Bonus feat | +3 | +4 | 10th |

Skill Points at 1st Level: (7 + Int modifier) x4.

Skill Points at Each Additional Level: 7 + Int modifier.

Class Skills: -

Computer Use (Int), Disable Device (Int), Investigate (Int), Knowledge (arcane lore, art, behavioral sciences, business, civics, current events, earth and life sciences, history, physical sciences, popular culture, streetwise, tactics, technology, theology and philosophy) (Int), Navigate (Int), Profession (Wis), Read/Write Language (none), Repair (Int), Research (Int), Search (Int), and Speak Language (none).



Talent Trees

Intellectual Focus

Getting to where the action is, whether it's a war zone, a data archive or a restricted area can take a wide variety of skills spot, forgery, bribery, navigation, stealth to name but some.

The Librarian may apply 1/3rd of his intelligence bonus (rounded down) to a skill roll aimed at getting to appropriate information. This may be used no more than 3 times per day.

Improved Intellectual Focus

The Librarian may apply 1/3rd (2/3 total) of his intelligence bonus (rounded down) to a skill roll aimed at getting to appropriate information. This may be used no more than 3 times per day.

Pre requisite Find Passage

Advanced Intellectual Focus

The Librarian may apply 1/3rd (full int bonus) of his intelligence bonus (rounded down) to a skill roll aimed at getting to appropriate information. This may be used no more than 3 times per day.

Let me Look at the Data Again

On any information gathering or downloading roll. The Librarian may roll twice and keep the more beneficial roll.

The Application of Knowledge

The Librarian may use stored knowledge to add +2 to another skill roles even if they lack the necessary skills themselves

Wild Research

The Librarian knows how things are organised and can find things faster as a result the Librarian may learn Int based skills 25 % faster than normal

Cyberware

Librarians are all fitted with a data jack
 Librarians are fitted with a nanotech data transmitter in the mouth



Medic

Heal the sick, repair the injured, see aliens naked. The medic from the humblest first aider to the highest paid nano surgeon all are bound together by there willingness to help their fellow sentient and get paid in the process.

Hit Dice –D6

Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the Medic gains a bonus feat. This feat must be from this list, and the Medic must meet any prerequisites.

Advanced Firearms Proficiency, Alertness, Archaic Weapons Proficiency, Attentive, Blind-Fight, Deceptive, Educated, Far Shot, Iron Will, Medical Expert, Meticulous, Surgery, Track, Weapon Focus.



| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Class Features | Defense Bonus | Reputation Bonus |
|-------------|-------------------|-----------|----------|-----------|----------------|---------------|------------------|
| 1st | +0 | +1 | +0 | +1 | Talent | +1 | +1 |
| 2nd | +1 | +2 | +0 | +2 | Bonus feat | +2 | +1 |
| 3rd | +2 | +2 | +1 | +2 | Talent | +2 | +1 |
| 4th | +3 | +2 | +1 | +2 | Bonus feat | +3 | +2 |
| 5th | +3 | +3 | +1 | +3 | Talent | +3 | +2 |
| 6th | +4 | +3 | +2 | +3 | Bonus feat | +3 | +2 |
| 7th | +5 | +4 | +2 | +4 | Talent | +4 | +3 |
| 8th | +6/+1 | +4 | +2 | +4 | Bonus feat | +4 | +3 |
| 9th | +6/+1 | +4 | +3 | +4 | Talent | +5 | +3 |
| 10th | +7/+2 | +5 | +3 | +5 | Bonus feat | +5 | +4 |

Feats

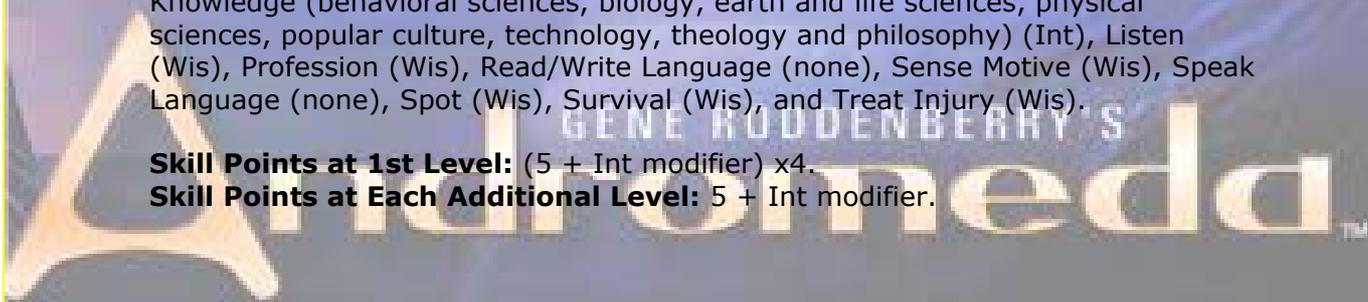
A Medic begins play with the Simple Weapons Proficiency feat.

Class Skills

Class Skills: The Medics’ class skills (and the key ability for each skill) are: Computer Use (Int), Craft (pharmaceutical, Cybernetic, Nanotech) (Int), Knowledge (behavioral sciences, biology, earth and life sciences, physical sciences, popular culture, technology, theology and philosophy) (Int), Listen (Wis), Profession (Wis), Read/Write Language (none), Sense Motive (Wis), Speak Language (none), Spot (Wis), Survival (Wis), and Treat Injury (Wis).

Skill Points at 1st Level: (5 + Int modifier) x4.

Skill Points at Each Additional Level: 5 + Int modifier.



Talent Tree

Healing Talent Tree

The Medic has a talent for healing.

Healing Knack: The hero has a knack for the healing arts. The hero receives a +2 bonus on all Treat Injury skill checks.

Healing Touch 1: The Dedicated hero's ability to restore damage with a medical kit or perform surgery with a surgery kit increases by +2 hit points.
Prerequisite: Healing knack.

Healing Touch 2: The Dedicated hero's ability to restore damage with a medical kit or perform surgery with a surgery kit increases by +2 hit points, which stacks with healing touch 1 for a total of +4 hit points.

Prerequisites: Healing knack, healing touch

Empathic Talent Tree

The Medic's innate talents give him or her a great capacity for empathy.

Empathy: The Medic has a knack for being sensitive to the feelings and thoughts of others without having those feelings and thoughts communicated in any objectively explicit manner. This innate talent provides a bonus on checks involving interaction skills (Bluff, Diplomacy, Handle Animal, Intimidate, Perform, and Sense Motive), provided the hero spends at least 1 minute observing his or her target prior to making the skill check. The bonus is equal to the Medic's Medic Level (not the character level only ranks in Medic apply).

Improved Aid Another: The Medic's bonus on attempts to aid another increases by +1 on a successful aid another check. This talent can be selected multiple times, each time increasing the bonus by +1.
Prerequisite: Empathy.

Intuition: The Medic has an innate ability to sense trouble in the air. The Medic can make a Will saving throw (DC 15). On a successful save, the hero gets a hunch that everything is all right, or the hero gets a bad feeling about a specific situation, based on the GM's best guess relating to the circumstances. This talent is usable a number of times per day equal to the Medic's level.

Prerequisite: Empathy.

Mercenary

From the fiercest fighters, to the most despicable scum, mercenary covers a vast array of people who live on their skill in combat both on the field of battle and in other fields of life.

Hit Dice –D10

Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the Strong hero gains a bonus feat. This feat must be selected from the following list, and the Strong hero must meet any prerequisites.

Athletic, Blind-Fight, Brawl, Cleave, Combat Martial Arts, Combat Reflexes, Elusive Target, Energy Weapons Proficiency, Improved Combat Martial Arts, Power Attack, Self Sufficient, Survival, Weapon Focus.



Feats

A Mercenary begins play with the Simple Weapons Proficiency feat.

Class Skills: The Mercenaries’ class skills (and the key ability for each skill) are:

Bluff (cha), Climb (Str), Craft (structural) (Int), Handle Animal (Cha), Jump (Str), Knowledge (current events, popular culture, streetwise, tactics) (Int), Profession (Wis), Read/Write Language (none), Repair (Int), Speak Language (none), Swim (Str).

Skill Points at 1st Level: (3 + Int modifier)x4.

Skill Points at Each Additional Level: 3 + Int modifier.

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Class Features | Defense Bonus | Reputation Bonus |
|-------------|-------------------|-----------|----------|-----------|----------------|---------------|------------------|
| 1st | +1 | +1 | +0 | +0 | Talent | +1 | +0 |
| 2nd | +2 | +2 | +0 | +0 | Bonus feat | +2 | +0 |
| 3rd | +3 | +2 | +1 | +1 | Talent | +2 | +0 |
| 4th | +4 | +2 | +1 | +1 | Bonus feat | +3 | +0 |
| 5th | +5 | +3 | +1 | +1 | Talent | +3 | +1 |
| 6th | +6/+1 | +3 | +2 | +2 | Bonus feat | +3 | +1 |
| 7th | +7/+2 | +4 | +2 | +2 | Talent | +4 | +1 |
| 8th | +8/+3 | +4 | +2 | +2 | Bonus feat | +4 | +1 |
| 9th | +9/+4 | +4 | +3 | +3 | Talent | +5 | +2 |
| 10th | +10/+5 | +5 | +3 | +3 | Bonus feat | +5 | +2 |

Talent Tree

Ignore Hardness Talent Tree

The Mercenary has an innate talent for finding weaknesses in objects. This allows a Mercenary to ignore some of an object’s hardness when making a melee attack to break it.

Ignore Hardness: The Mercenary ignores 2 points of an object’s hardness.

Improved Ignore Hardness: The Mercenary ignores 2 additional points of an object’s hardness (for a total of 4).

Prerequisite: Ignore hardness.

Advanced Ignore Hardness: The Mercenary ignores 2 additional points of an object’s hardness (for a total of 6).

Prerequisites: Ignore hardness, improved ignore hardness.

Terrain Training

The mercenary has training and in fighting, hiding and moving in a particular terrain type.

This does not add to survival rolls in those areas.

Terrain Training

Mercenary ignores up to 2” of movement penalties.

Mercenary gains +2 on sneak and hide rolls for the terrain.

Mercenary ignores up to -2 of combat minuses for the terrain

Terrains are:-

Aquatic, Artic, Desert, Enclosed Spaceship, Enclosed Habitat/Space Station, Forest, Jungle, Mountain, Urban, Swamp, Low/Zero Gravity

This talent can be taken multiple times for different terrains.

Advanced Terrain Training

Mercenary ignores up to a further 2” Total 4”) of movement penalties.

Mercenary gains a further +2 (total +4) on sneak and hide rolls for the terrain.

Mercenary ignores up to -2 (total -4) of combat minuses for the terrain

Terrains are:-

Aquatic, Artic, Desert, Enclosed Spaceship, Enclosed Habitat/Space Station, Forest, Jungle, Mountain, Urban, Swamp, Low/Zero Gravity

This talent can be taken multiple times for different terrains.

Prerequisite Terrain Training for the appropriate Terrain

Pilot

There's 5 Galaxies out there and someone's got to fly cool ships at unsafe speeds between them and if it's got an engine and a direction you'll get it where it's going.

Hit Dice - D6

Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the Pilot gains a bonus feat. This feat must be selected from the following list, and the Fast hero must meet any prerequisites.

Acrobatic, Aircraft Operation, Combat Expertise, Defensive Martial Arts, Double Tap, Elusive Target, Focused, Mobility, Energy Weapons Proficiency, Slipstream Piloting, Starship Gunnery, Stealthy, Weapon Finesse, Vehicle Dodge



| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Class Level | Defence Bonus | Reputation Bonus |
|-------------|-------------------|-----------|----------|-----------|-------------|---------------|------------------|
| 1st | +0 | +0 | +1 | +0 | Talent | +3 | +0 |
| 2nd | +1 | +0 | +2 | +0 | Bonus feat | +4 | +0 |
| 3rd | +2 | +1 | +2 | +1 | Talent | +4 | |
| 4th | +3 | +1 | +2 | +1 | Bonus feat | +5 | +1 |
| 5th | +3 | +1 | +3 | +1 | Talent | +5 | +1 |
| 6th | +4 | +2 | +3 | +2 | Bonus feat | +6 | +2 |
| 7th | +5 | +2 | +4 | +2 | Talent | +6 | +2 |
| 8th | +6/+1 | +2 | +4 | +2 | Bonus feat | +7 | +2 |
| 9th | +6/+1 | +3 | +4 | +3 | Talent | +7 | +3 |
| 10th | +7/+2 | +3 | +5 | +3 | Bonus feat | +8 | +3 |

Skill Points at 1st Level: (5 + Int modifier) x4.

Skill Points at Each Additional Level: 5 + Int modifier.

Class Skills: -

Pilot Atmospheric, Sub Light, Slipstream (Artificial Intelligences cannot take slipstream piloting), Concentration, Repair, Spot, Knowledge – Ships Systems, Navigate

Talents

At 1st, 3rd, 5th, 7th, and 9th level, the pilot selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies, he or she can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

Beginning Talents at first level a pilot can choose either Redline the Engine or Versatility

Talent Trees

Redline the Engine

The Character can push that extra edge of performance out of any vehicle they can fly increasing it's speed.

Redline the Engine

The Character can push an extra 5ft base speed or equivalent Strength out of a system

Improved Redline the Engine

The Character can push an extra 10ft base speed or equivalent Strength out of a system

Prerequisite Redline the Engine

Advanced Redline the Engine

The Character can push an extra 15ft base speed or equivalent power out of a system

Prerequisite Redline the Engine, Improved Redline the Engine

Versatility

The Character can figure out how to fly how to fly a vehicle they've no experience of at a reduced penalty

Versatility

The Character gets +1 on using any aircraft they have no proficiency in

Improved Versatility

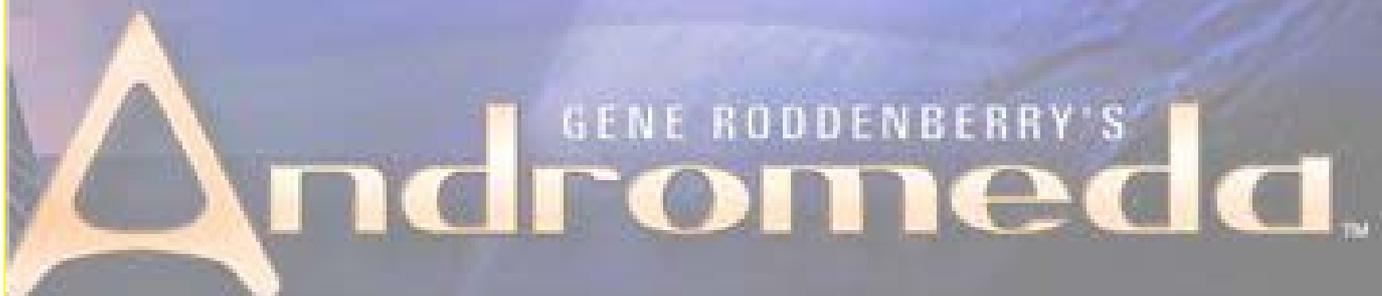
The Character gets +2 on using any aircraft they have no proficiency in

Prerequisite Versatility

Advanced Versatility

The Character gets +2 on using any aircraft they have no proficiency in

Prerequisite Versatility, Improved Versatility



Priest

Hit Dice –D6

Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the Priest gains a bonus feat. This feat must be from this list, and the Priest must meet any prerequisites.

Alertness, Archaic Weapons Proficiency, Attentive, Blind-Fight, Deceptive, Educated, Iron Will, Medical Expert, Meticulous, Surgery, Track.

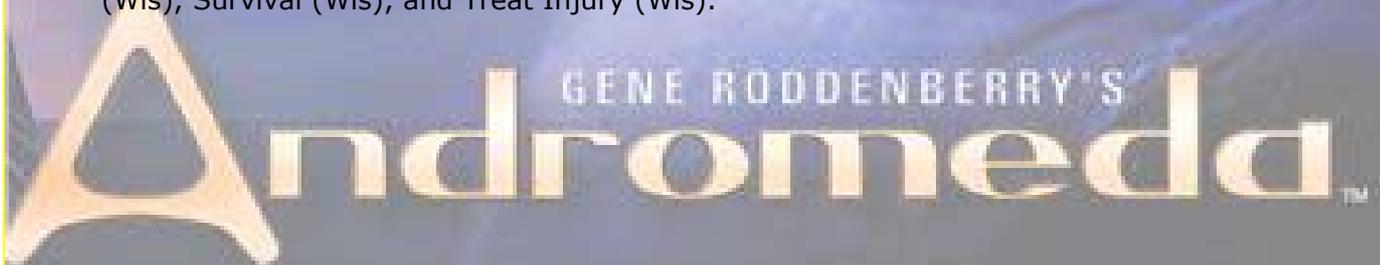


| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Class Features | Defense Bonus | Reputation Bonus |
|-------------|-------------------|-----------|----------|-----------|----------------|---------------|------------------|
| 1st | +0 | +1 | +0 | +1 | Talent | +1 | +1 |
| 2nd | +1 | +2 | +0 | +2 | Bonus feat | +2 | +1 |
| 3rd | +2 | +2 | +1 | +2 | Talent | +2 | +1 |
| 4th | +3 | +2 | +1 | +2 | Bonus feat | +3 | +2 |
| 5th | +3 | +3 | +1 | +3 | Talent | +3 | +2 |
| 6th | +4 | +3 | +2 | +3 | Bonus feat | +3 | +2 |
| 7th | +5 | +4 | +2 | +4 | Talent | +4 | +3 |
| 8th | +6/+1 | +4 | +2 | +4 | Bonus feat | +4 | +3 |
| 9th | +6/+1 | +4 | +3 | +4 | Talent | +5 | +3 |
| 10th | +7/+2 | +5 | +3 | +5 | Bonus feat | +5 | +4 |

Skill Points at 1st Level: (5 + Int modifier) x4.

Skill Points at Each Additional Level: 5 + Int modifier.

Class Skills: The Priests class skills (and the key ability for each skill) are: Craft (pharmaceutical, visual art, writing) (Int), Investigate (Int), Knowledge (arcane lore, art, behavioral sciences, business, civics, current events, earth and life sciences, history, physical sciences, popular culture, streetwise, tactics, technology, theology and philosophy) (Int), Listen (Wis), Profession (Wis), Read/Write Language (none), Sense Motive (Wis), Speak Language (none), Spot (Wis), Survival (Wis), and Treat Injury (Wis).



Talent Trees

Insightful Talent Tree

The Priest's innate insightfulness serves her well.

Skill Emphasis: The Priest chooses a single skill and receives a +3 bonus on all checks with that skill. This bonus does not allow the hero to make checks for a trained-only skill if the hero has no ranks in the skill.

Aware: The Priest is intuitively aware of his or her surroundings. The hero adds his or her base Will saving throw bonus to Listen or Spot checks to avoid surprise.

Prerequisite: Skill emphasis.

Faith: The Priest has a great deal of faith. It might be faith in self, in a higher power, or in both. This unswerving belief allows the Priest to add his or her Wisdom modifier to the die roll whenever the hero spends 1 action point to improve the result of an attack roll, skill check, saving throw, or ability check.

Prerequisite: Skill emphasis.

Cool Under Pressure: The Priest selects a number of skills equal to 3 + the hero's Wisdom modifier. When making a check with one of these skills, the Priest can take 10 even when distracted or under duress.

Prerequisite: Skill emphasis plus either faith or aware.

The Priest has access to help at any place where members of his belief system such as Wayism.

Aid and Succour

The Priest will gain healing, accommodation and food from his Order. Possibly parts and even money depending on the Priests rank and the stations resource.

The Divine is Everywhere

The Priest has access to information that would normally be denied others. Private conversations confessions from those in need and observations from faithful on hundreds of worlds all are available.

Any information finding roll for a planet with a presence of the Priests order gains a +2 bonus.

Opiate of the Masses

When talking to a group (3 or more) of people not openly opposed to the Priest he may roll twice on any Charisma skill and keep the most beneficial result

The Warrior

Warriors, some people become warriors, some are born to it, but if your life revolves around inflicting or preventing violence then you're probably a warrior

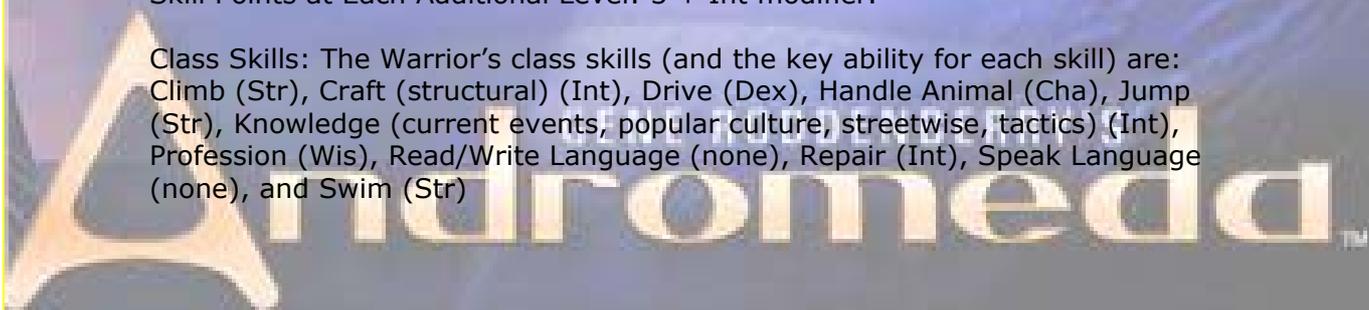
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|--|--|
| <p>Hit Die: d8</p> <p>Bonus Feats At 2nd, 4th, 6th, 8th, and 10th level, the Warrior gains a bonus feat. This feat must be selected from the following list, and the Warrior must meet any prerequisites.</p> <p>Animal Affinity, Archaic Weapons Proficiency, Energy Weapons Proficiency, Athletic, Blind-Fight, Brawl, Cleave, Combat Martial Arts, Combat Reflexes, Drive, Great Cleave, Improved Brawl, Improved Combat Martial Arts, Power Attack, Weapon Focus.</p> |  |
|--|--|

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Class Features | Defense Bonus | Reputation Bonus |
|-------------|-------------------|-----------|----------|-----------|----------------|---------------|------------------|
| 1st | +1 | +1 | +0 | +0 | Talent | +1 | +0 |
| 2nd | +2 | +2 | +0 | +0 | Bonus feat | +2 | +0 |
| 3rd | +3 | +2 | +1 | +1 | Talent | +2 | +0 |
| 4th | +4 | +2 | +1 | +1 | Bonus feat | +3 | +0 |
| 5th | +5 | +3 | +1 | +1 | Talent | +3 | +1 |
| 6th | +6/+1 | +3 | +2 | +2 | Bonus feat | +3 | +1 |
| 7th | +7/+2 | +4 | +2 | +2 | Talent | +4 | +1 |
| 8th | +8/+3 | +4 | +2 | +2 | Bonus feat | +4 | +1 |
| 9th | +9/+4 | +4 | +3 | +3 | Talent | +5 | +2 |
| 10th | +10/+5 | +5 | +3 | +3 | Bonus feat | +5 | +2 |

Skill Points at 1st Level: (3 + Int modifier)x4.

Skill Points at Each Additional Level: 3 + Int modifier.

Class Skills: The Warrior's class skills (and the key ability for each skill) are: Climb (Str), Craft (structural) (Int), Drive (Dex), Handle Animal (Cha), Jump (Str), Knowledge (current events, popular culture, streetwise, tactics) (Int), Profession (Wis), Read/Write Language (none), Repair (Int), Speak Language (none), and Swim (Str)



Class Features

The following are class features of the Warrior

Warriors start with the Simple Weapon Proficiency

Talents

At 1st, 3rd, 5th, 7th, and 9th level, the Warrior selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies, he or she can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

| Extreme Effort Talent Tree | Melee Smash Talent Tree |
|---|--|
| <p>A Warrior can push him or herself to make an extreme effort. The effort must relate either to a Strength check or a Strength-based skill check. You must decide to use this ability before making the check.</p> <p>Extreme Effort: The effort requires a full-round action and provides a +2 bonus on the check.</p> <p>Improved Extreme Effort : The effort requires a full-round action and provides a +2 bonus that stacks with the bonus provided by extreme effort (+4 total). Prerequisite: Extreme effort.</p> <p>Advanced Extreme Effort : The effort requires a full-round action and provides a +2 bonus that stacks with the bonuses provided by extreme effort and improved extreme effort (+6 total). Prerequisites: Extreme effort, improved extreme effort.</p> | <p>The Warrior has an innate talent that increases melee damage.</p> <p>Melee Smash : The Warrior receives a +1 bonus on melee damage.</p> <p>Improved Melee Smash : The Warrior receives an additional +1 bonus on melee damage (+2 total). Prerequisite: Melee smash.</p> <p>Advanced Melee Smash : The Warrior receives an additional +1 bonus on melee damage (+3 total). Prerequisites: Melee smash, improved melee smash.</p> |

Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the Warrior gains a bonus feat. This feat must be selected from the following list, and the Warrior must meet any prerequisites.

Animal Affinity, Archaic Weapons Proficiency, Energy Weapons Proficiency, Athletic, Blind-Fight, Brawl, Cleave, Combat Martial Arts, Combat Reflexes, Drive, Great Cleave, Improved Brawl, Improved Combat Martial Arts, Power Attack, Starship Gunnery, Weapon Focus.

