



## GUILD NAVIGATOR PRESTIGE CLASS:

The Guild Navigators are a very close knit and secretive group of people who have learned how by a series of specially developed and secret Gene Therapies to change their physical and mental makeup's to such an extent that they are capable of folding space by the sheer strength of their will and power of their minds. First stage Guild Navigators appear more or less as they did before, right through to the totally Alien looking Fifth Stage Guild Navigators.

The Guild Navigators are much sought after by some as a Guild Navigator in a ship's employ removes the need for a Transit Drive, which frees up much used energy and credits. Guild Navigators sometimes use Cavernous vessels called Tubes whose vast interiors can fit many other smaller vessels they then fold space for the Tube and thus also take along all the smaller vessels it holds inside.

**Hit Die:** d6

### Requirements

To qualify to become a Guild Navigator, a character must fulfil all of the following criteria:

- **Feats:** Starship Piloting, Skill Focus (use device), Skill Focus (navigate)
- **Skills:** Navigate 8 ranks, Use Device 8 ranks, Piloting 8 ranks
- **Special:** Must be accepted into the Navigators Guild and relinquish any loyalties or ties to any other group, religion, faction or organisation.

### Class Skills

The Guild Navigator's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Gather Information (Cha), Knowledge (all skills taken individually) (Int), Listen (Wis), Profession (Wis), Sense Motive (Wis), Speak Language (Int), Use Device (Int), Navigation (Int), Pilot (Dex).

Skill Points at Each Level: 4 + Int modifier.

### Class Features

All the following are class features of the Guild Navigator prestige class:

- **Fold Space:** The Guild Navigators through an intensive series of Gene Therapy's which change their physical and mental make up, gain the ability to tap into the fabric of space and time and bend it with their minds in order to transport any vessel they are on to move through two distant points in space with ease. There is no size limit to the size of vessel a Guild Navigator can move this way, but her must be on the relevant vessel. Additionally the number of times per day a Guild Navigator can muster the mental energies to Fold space increases in conjunction with the Physical and Mental changes the Navigator undergoes 1/Day at 1<sup>st</sup>, 2/Day at 4<sup>th</sup>, 3/Day at 6<sup>th</sup>, 4/Day at 8<sup>th</sup>. 5/Day at 10<sup>th</sup>. The size of the vessel determines the amount of strain and mental fatigue the Folding of space requires (and thus increases the DC), failure on a Space Fold check means that nothing occurs, but fatigue prevents a recheck for at least 8 hours.

Size of Vessel	Space Fold DC
Explorer or smaller	15
Cruiser or smaller	20
Battleship	25
Dreadnought	30
Leviathan	45
Space Station +	60





- **1<sup>st</sup> Stage Navigator:** A First Stage Guild Navigator begins to change as a result of his Gene Therapy treatments he loses a substantial amount of muscle and as a result loses some reflexivity (-2 Dex, -2 Str). The character now appears gaunt and spindly limbed with a slight cranial enlargement, the eyes grow large and the mouth and nose small. However his mind's potential expands to a far greater level (+2 Int, +2 Wis).
- **2<sup>nd</sup> Stage Navigator:** A Second Stage Guild Navigator continues his Gene Therapy further undergoing physical and mental transformations. At this point the limbs lengthen slightly while the fingers grow longer, the Head is now more enlarge with veins visible beneath the surface, the eyes become deep-set large, round and entirely black, the nose disappears entirely leaving only two slits, and the skin becomes pale and pasty looking. The overall changes are as follow (Note: These are in addition to the changes from Stage 1) -2 Str, -2 Con, +2 Int, +2 Wis.
- **3<sup>rd</sup> Stage Navigator:** Once a Guild Navigator reaches this stage of their Gene Therapy they undergo the following changes namely the shortening of the legs marginally (-10 feet from Base speed), the total pigmentation change to a cool light grey, the inability to speak due to the vocal cords atrophying, however due to the mental increases of their mind they can now speak Telepathically to any creature within 100 feet that has a language. The following statistical changes apply -2 Str, +2 Int (Note: these changes are in addition to those of Stage 1 and 2).
- **4<sup>th</sup> Stage Navigator:** The Guild Navigator at this stage continues to expand their mental capacities almost exponentially they can *Detect Thoughts* (Sp) on any creature they can see unless the target makes a Will save (DC13), this is usable at will. The physical changes that occur are the generally thinning and shortening of the being, such that they become around 4ft +1d10 inches in height (or grow if they were already smaller) and weight becomes 45 pounds x1 lb weight modifier. They now appear like small Grey alien like beings with enlarged vein marked heads, large Black glossy eyes, no nose, small mouth's, the ears disappear and no sign of body hair at all remains, they have long thin arms and long fingered hands, the only sounds they can make are high pitch purrs and chirping, their ribs are apparent and their grey skin appears paper thin. The following Statistical changes apply -2 Con, +2 Int (Note these modifiers are in addition to any from Stages 1-3).
- **5<sup>th</sup> Stage Navigator:** Once the Guild Navigator reaches this final stage of their Gene Therapy they are no longer recognisable as a member of their original species and appear as something else, entirely Alien. Their type has now become **Aberration** and as a result they gain Darkvision 60 feet, and becomes Immune to *Sleep* and *Charm*. They also gain the final statistical changes -2 Str, +2 Int (Not these modifiers are in addition to any from Stages 1-4).

### The Guild Navigator

Level	Attack	Fort	Ref	Will	Special
1 <sup>st</sup>	+0	+0	+0	+2	1 <sup>st</sup> Stage navigator, Fold Space 1/Day
2 <sup>nd</sup>	+1	+0	+0	+3	--
3 <sup>rd</sup>	+1	+1	+1	+3	--
4 <sup>th</sup>	+2	+1	+1	+4	2 <sup>nd</sup> Stage Navigator, Fold Space 2/Day
5 <sup>th</sup>	+2	+1	+1	+4	--
6 <sup>th</sup>	+3	+2	+2	+5	3 <sup>rd</sup> Stage Navigator, Fold Space 3/Day
7 <sup>th</sup>	+3	+2	+2	+5	--
8 <sup>th</sup>	+4	+2	+2	+6	4 <sup>th</sup> Stage Navigator, Fold Space 4/Day
9 <sup>th</sup>	+4	+3	+3	+6	--
10 <sup>th</sup>	+5	+3	+3	+7	5 <sup>th</sup> Stage Navigator, Fold Space 5/Day

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