



INTERCEPTOR ACE PRESTIGE CLASS:

Flyboys, Adrenaline junkies. Skilled pilots, whatever the term one thing remains true, the Interceptor pilots are the best of the best, strapped into a lightly armed and armoured vessel connected to a high powered engine, they are fast, manoeuvrable and deadly. In major battles, squadrons of interceptors from both sides clash in elegant deadly dog-fights. The Ace is one such individual dedicated, skilled and deadly, living and fighting in the moment.

Within the Dragon Empire Interceptor squadrons are commonplace aboard the Capital class vessels. Sent out to buy the precious seconds for their mother craft to finish the enemies carriers, holding off enemy interceptors in the process, escort duty, strafing runs, drawing fire, taking out weapons on enemy capital ships the role of the interceptor is many, but always valued. The Interceptor Ace is such a pilot of elite skill and dedication, having unmatched skill.

Hit Die: d8

Requirements

To qualify to become a Interceptor Ace a character must fulfill all of the following criteria:

- **Feats:** Starship Piloting, Combat Ace, Evasive piloting, and Space jockey.
- **Skills:** Piloting 10 ranks, Navigate 6 ranks, Repair 4 ranks, Spot 4 ranks.
- **Base Attack:** +6

Class Skills

The Interceptor Aces class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Freefall (Dex), Intuit Direction (Wis), Jump (Str), Navigate (Int), Pilot (Dex), Profession (Wis), Repair (Int), Spot (Wis), Swim (Str), Use Device (Int), and Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the Interceptor Ace prestige class:

- **Weapon and Armor Proficiency:** A Interceptor Ace is proficient with all High tech simple and martial weapons and light armor.
- **Intuitive Defense:** The Pilot flies by the seat of his pants, and has been in so many combats he can predict attacks against him in an intuitive fashion, effectively allowing them to add their Dexterity modifier to their ships AC.
- **Familiarity:** At 1st level the Interceptor Ace can designate one particular Interceptor as "his" this vessel is the one he flies and is assigned, he tunes and repairs it personally, he knows it inside out, it's capabilities and limitations, in this particular interceptor it becomes an extension of himself. As such he gains a +1 competence bonus to all Repair and Piloting rolls relating to "that" interceptor, this bonus increases further as he gains levels (+2 at 3rd, +3 at 6th and +4 at 9th).
- **Armament Specialisation:** A pilot gains such proficiency with Interceptor armament, they receive a +1 bonus to attack and +2 bonus to Damage using them.
- **Interceptor Evasion:** An Interceptor Ace is capable of avoiding damage which would destroy most interceptors outright. They can make an opposed Pilot roll against the





attackers attack roll, if the Ace gets higher they take only half damage. At 9th level this becomes Improved Interceptor Evasion, which works the same was but they take no damage at all if their piloting roll succeeds..

- **Make it Count (Sp):** The Interceptor Ace is often sent on missions that require them to hit a specific target or enemy, and the implications of their success are often great, as a result the Interceptor Ace can 1/Day make a single attack roll as if it has a +20 insight bonus applied to it, almost certainly guaranteeing a hit (functioning similar to the *True Strike* spell).

The Interceptor Ace

Level	Attack	Fort	Ref	Will	Special
1 st	+0	+0	+2	+0	Intuitive Defence, Familiarity 1
2 nd	+1	+0	+3	+0	Armament Specialisation
3 rd	+2	+1	+3	+1	Familiarity 2
4 th	+3	+1	+4	+1	--
5 th	+3	+1	+4	+1	Interceptor Evasion
6 th	+4	+2	+5	+2	Familiarity 3
7 th	+5	+2	+5	+2	--
8 th	+6	+2	+6	+2	--
9 th	+6	+3	+6	+3	Improved Interceptor Evasion, Familiarity 4
10 th	+7	+3	+7	+3	Make it count

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