



MILITARY OFFICER PRESTIGE CLASS:

Military Officers are those individuals who have the skill or desire to command others in battle, they are most commonly Military Officers of some group, organisation or faction, but can just as easily be independent Mercenary captains, pirate leaders, and so forth.

Military Officers in the Dragon Empire are more common than one would think, this is because the universe has few guarantees, one of those it does have however is that there will always be wars and those who excel at Commanding troops in them, and so there are those who fill this role in almost every corner of the universe.

Hit Die: d8

Requirements

To qualify to become a Military Officer, a character must fulfil all of the following criteria:

- **Feats:** Leadership, Etiquette
- **Skills:** Diplomacy 6 ranks, Sense Motive 6 ranks, Knowledge (Warfare) 8 ranks
- **Special:** Must have a Charisma 13+
- **Alignment:** Any non Chaotic

Class Skills

The Military Officer's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Knowledge [any] (Int), Profession (Wis), Sense Motive (Wis), Speak Language, Spot (Wis), Navigate (Int), Repair (Int), Urban Lore (Wis) and Use Device (Int).

Skill Points at Each Level: 6 + Int modifier.

Class Features

All the following are class features of the Military Officer prestige class:

- **Weapon and Armor Proficiency:** A Military Officer is proficient with all High Tech simple and Martial weapons and all light and medium armor.
- **Leadership Bonus:** The Military Officer earn a bonus to their Leadership level, enabling them to attract more powerful cohorts and followers. When they use the feat upon earning a new level they apply this +1 bonus (this bonus increases by a further +1 every 2 levels, +2 at 3rd, +3 at 5th, +4 at 7th, and finally +5 at 9th).
- **Requisition Supplies:** There is one fact many Military Officers have to face quite early on, without exterior supporters, organisations, religious orders, nations or the like to support them, then unless they are very rich they will always run short of money for food, transport, ammunition, armor, weapons, vehicles, medical help, wages and all the other plethora of costs involved in running an army. Fortunately the military officers have the ability to call upon their supporters in times of need to provide resources in the form of extra supplies. These supplies can be of up to **level x Cha modifier x 1000 credits** in value. It is expected that these materials will be returned in a suitable time. Any not returned are considered a permanent penalty to the maximum value of the amount they can requisition equal to the value of the unreturned goods.





- **Tactics:** A Military Officer gains an intuitive knowledge of tactics on the battlefield to such an extent that those within the Officers immediate vicinity within the range of his voice (30 feet) are granted a +2 Competence bonus on either Attack or Skill checks. At 8th level this becomes Expert Tactician and the bonus granted increases to +4.
- **Rally Troops:** The Military Officer is an inspiration to his troops, and his presence brings them comfort and enforces their moral, as such so long as the Military Officer is on the battlefield with the troops and not hidden away those troops within his immediate vicinity (30 feet) may make a second saving throw against any fear or charm affects used against them.
- **Transportation:** The Military officer may call upon his sponsor or employer to provide any transport needed for the army under his command to get from A to B. The Sponsor or employer foots the bill. For planetary travel, the employer will provide ATV personnel carriers, ships or shuttle transport as appropriate and convenient. And where necessary provide starcraft to transport them from planet to planet, be they chartered freighters, or battleships of the sponsors nation sent to take them and drop them off. The GM should provide something suitable as availability for the sponsor or employer allows.
- **Devotion:** At 10th level a Military Officer is so well regarded by his cohort and followers that all those within 30 feet of the officer will fight to the very death in his defence or on his say so fighting to -10 without penalty or hindrance.

The Military Officer

Level	Attack	Fort	Ref	Will	Special
1 st	+0	+2	+0	+0	Leadership Bonus +1, Renown
2 nd	+1	+3	+0	+0	Requisition Supplies
3 rd	+2	+3	+1	+1	Leadership Bonus +2
4 th	+3	+4	+1	+1	Tactics
5 th	+3	+4	+1	+1	Leadership Bonus +3
6 th	+4	+5	+2	+2	Rally Troops, Transportation
7 th	+5	+5	+2	+2	Leadership Bonus +4
8 th	+6	+6	+2	+2	Expert Tactics, Great Renown
9 th	+6	+6	+3	+3	Leadership Bonus +5
10 th	+7	+7	+3	+3	Devotion

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