



NAVAL OFFICER PRESTIGE CLASS:

Naval Officers are those bright, young people who are lucky enough to gain a command post aboard one of the mighty vessels of any group or nations navies. They are taught to command the crews and handle the day to day running of the ships, deal with any problems, and basically remain in charge and cool under fire when in command aboard their vessel in space without support.

In the Dragon Empire Naval Officers are well respected, many of the most legendary people in the Empires History have been Naval Officers, all begin their careers from humble beginnings, graduating their academies into the Post of Captain aboard a Destroyer and providing they are competent and survive they are eventually offered more prestigious posts aboard more impressive vessels.

Hit Die: d8

Requirements

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

- **Feats:** Leadership, Etiquette, Starship Piloting, Zero G Tolerance
- **Base Attack:** +5
- **Skills:** Piloting 5 ranks, Navigate 5 ranks, Diplomacy 5 ranks
- **Special:** Charisma 13+.
- **Alignment:** Any non Chaotic

Class Skills

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

Skill Points at Each Level: 6 + Int modifier.

Class Features

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

- **Weapon and Armor Proficiency:** A Naval Officer gains no additional proficiencies.
- **Command Bonus:** The Naval Officer becomes steadily more competent at command; as such they provide the right orders at the right time, choose the most sensible tactics and generally excel in their position. This translates into a Competence bonus he bestows on the Crew's abilities, giving a +1 bonus to Piloting and Attack rolls, which increases by +1 every two levels (+2 at 3rd, +3 at 5th, +4 at 7th and finally +5 at 9th).
- **Inspire Crew (Ex):** A Naval Officer finds that typically a crew will perform that little bit better for an Officer they like and respect, as such an Officer can inspire the crew 1/Day per level in the Naval Officer Prestige. While under the effects of this the crew performs that little bit extra for the Officers Charisma modifier in rounds. The benefit of this is a temporary +1 bonus to the ships AC, Sensor, Stealth, Acc and Dec.





- **Corvette, Cruiser, Battleship & Dreadnought:** As the Officer moves through their career they become more well known, better respected gaining more prestigious assignments, as such at certain points in their career they are offered command positions aboard more impressive craft. All Naval Officers begin their careers in command of a Destroyer. Also an officer is not required to accept the more prestigious post, they can turn the new command down, if they do this they do not miss a step. (I.e. at 4th level Captain Blake is offered the command of a new Corvette, but preferring his own vessel the Destroyer Hauberk, he turns it down. Later in his career, when he has reached 6th he is offered a chance at another new command, however he is not offered a command of a Cruiser as would normally occur at 6th instead he is offered the command of a Corvette once more).
- **Enhance Fleet:** A Naval Officer learns starship tactics not only on a singular vessel scale but as their career progresses they learn how to manage fleets of them, to such an extent that a Naval officer of 5th level can use a Command bonus of +1 (as described above) as a bonus on all other ships under their command so long as they remain within scanner range. This bonus increases to +2 at 9th.
- **Reputation:** At 7th level the Naval Officer is well known and respected even by his enemies, his skill and reputation proceed him as such all enemy captains must make a Charisma roll (DC15) if they succeed they have indeed heard of the Officer before and suffer a -1 morale penalty to their ships attacks, handling and stealth rolls against them for the duration of the encounter.

The Naval Officer

Level	Attack	Fort	Ref	Will	Special
1 st	+0	+2	+0	+0	Command Bonus +1
2 nd	+1	+3	+0	+0	Inspire Crew
3 rd	+2	+3	+1	+1	Command Bonus +2
4 th	+3	+4	+1	+1	<i>Corvette</i>
5 th	+3	+4	+1	+1	Command Bonus +3, Enhance Fleet +1
6 th	+4	+5	+2	+2	<i>Cruiser</i>
7 th	+5	+5	+2	+2	Command Bonus +4, Reputation
8 th	+6	+6	+2	+2	<i>Battleship</i>
9 th	+6	+6	+3	+3	Command Bonus +5, Enhance Fleet +2
10 th	+7	+7	+3	+3	<i>Dreadnought</i>

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