



BOUNTY HUNTER PRESTIGE CLASS:

Bounty Hunters are those people who dedicate themselves to hunting people who have a price on their heads, dead or alive, whatever condition the employer wants. Bounty Hunters are skilled trackers and combatants, they are relentless and some ruthless, but at the end of the day it's the money and their reputation that matters to them.

In the Dragon Empire Bounty Hunter tend to form guilds, focal points where prospective employers can find those with the specific skills they want, and places to post the wanted information and reward details. Though there are also quite a lot of independent bounty Hunters, some are even so feared and respected the Bounty Hunter guilds do not try to pressure them into joining and paying a percentage of the rewards to them like every other member does.

Hit Die: d10

Requirements

To qualify to become a Bounty Hunter, a character must fulfil all of the following criteria:

- **Feats:** Alertness, Track, Quickdraw, Point Blank Shot
- **Skills:** Gather Information 5 ranks, Intimidate 5 ranks, Move Silently 4 ranks, Spot 4 ranks.
- **Special:** Must have the Technical Proficiency
- **Base Attack:** +6.

Class Skills

The Bounty Hunter's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Demolitions(Int), Disguise (Cha), Forgery (Cha), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (all skills taken individually) (Int), Listen (Wis), Move Silently (Dex), Pilot (Dex), Profession (Wis), Repair (Int) Search (Int), Sense Motive (Wis), Spot (Wis), Wilderness lore (Dex) and Urban Lore (Wis).

Skill Points at Each Level: 6 + Int modifier.

Class Features

All the following are class features of the Bounty Hunter prestige class:

- **Weapon and Armor Proficiency:** A Bounty Hunter is proficient with all high tech simple and martial weapons and all light, medium and heavy armors.
- **Relentless (Ex):** The Bounty Hunter learns to hunt down every clue to his quarry's whereabouts, as such they gain an insight bonus to Gather Information, Spot and Wilderness lore checks to determine the whereabouts of his quarry.
- **Streetwise:** The Bounty Hunters are at home in the urban environment in all quarters from highest to lowest, as such they gain a +4 competence bonus on all Streetwise checks.
- **Evasion:** Where an attack would normally allow a Reflex save, the Bounty Hunter only takes half damage, none if they make the saving throw. At 8th this improves to Improved Evasion, with this they taken no damage on all successful saving throws that allow a save for half. Even if they fail they only take half.





- **Uncanny Dodge:** At 2nd level a Bounty Hunter can retain Dex bonus to Ac in situations where it would normally be lost such as being caught flat footed, or being hit by an invisible being. At 5th level the Bounty Hunter can no longer be flanked, except by a Rogue of 4 levels higher than the bounty hunter. And finally at 10th the Bounty Hunter receives a +1 bonus to his Reflex saves that are made to avoid Traps.
- **Fast Tracking:** The Bounty Hunter no longer suffers a -5 penalty on Wilderness lore checks for Tracking at normal Speed.
- **Precise Strike:** The Bounty gains a bonus +1d6 damage when making single shots (no autofire) or single strikes against any creature. Precise strike does not work on any creature who is immune to Critical hits. This bonus damage increases to +2d6 at 6th level and +3d6 at 9th.
- **Improved Subdual (Ex):** A Bounty Hunter may use his Intelligence bonus on Damage rolls for any attack which deals only subdual damage.
- **Infamy:** At 7th level a Bounty Hunters reputation has spread and they are infamous, as such people tend to be more cooperative to their questioning granting them a +4 moral bonus to Intimidate and Bluff checks.

The Bounty Hunter

Level	Attack	Fort	Ref	Will	Special
1 st	+1	+0	+2	+0	Relentless, Streetwise
2 nd	+2	+0	+3	+0	Evasion, Uncanny dodge (Dex to AC)
3 rd	+3	+1	+3	+1	Fast Tracking, Precise Strike +1d6
4 th	+4	+1	+4	+1	Improved Subdual
5 th	+5	+1	+4	+1	Uncanny dodge (can't be flanked)
6 th	+6	+2	+5	+2	Precise Strike +2d6
7 th	+7	+2	+5	+2	Infamy
8 th	+8	+2	+6	+2	Improved Evasion
9 th	+9	+3	+6	+3	Precise Strike +3d6
10 th	+10	+3	+7	+3	Uncanny Dodge (+1 vs Traps)

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IMPERIAL SCOUT PRESTIGE CLASS:

The Imperial Scouts, are the trackers, explorers, lone Operatives and those who make up the small reconnaissance squads that fill the ranks of the Dragon Empires armies as needed. They go where ordered usually alone or in small squads in advance of a main force, to discover the lay of the land, location of an enemy and their facilities, catalogue any natural threats and so forth. They are also used from time to time as bounty hunters and those who track down criminals..

The Imperial Scouts are trained at the Praxia military base, where the candidates are put through there paces, while being taught the valuable skills that will eventually turn those few who pass into the scouts of the Imperial army. The Scouts are not really viewed as part of the army, by the grunts, being considered more of a rogue element, as they tend to be given more free reign having fewer restrictions than the common rank and file trooper, also their personality quirks are tolerated and the uniform rules relaxed, as they often need to appear relaxed out of uniform while infiltrating a society on a hostile or outlands world.

Hit Die: d6

Requirements

To qualify to become an Imperial Scout, a character must fulfill all of the following criteria:

- **Feats:** Alertness, Toughness
- **Skills:** Bluff 4 ranks, Diplomacy 2 ranks, Spot 2 ranks, Knowledge (Any one) 4 ranks, Sense Motive 2 ranks, Wilderness Lore 5 ranks.
- **Special:** Must have been accepted to the Praxia Training Academy, Dex 13+
- **Alignment:** Any non Lawful

Class Skills

The Imperial Scouts class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Gather Information (Cha), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (Planetary, customs etc.. to be taken individually) (Int), Listen (Wis), Move Silently (Dex), Navigate (Int), Pilot (Dex), Profession (Wis), Sense Motive (Wis), Speak Language (Int), Spot (Wis), Search (Int), Swim (Str), Urban Lore (Wis), and Wilderness lore (Wis).

Skill Points at Each Level: 6 + Int modifier.

Class Features

All the following are class features of the Imperial Scout prestige class:

- **Weapon and Armor Proficiency:** An Imperial Scout is proficient with all simple and martial high tech weapons and light armor.
- **Scout Training:** The Scout at 1st level has graduated from the Praxia Training Academy and as a result now receives a +2 insight bonus to Listen, Spot, Urban lore, and Wilderness lore.
- **Evasion(Ex):** Also at 1st a Scout gains the Evasion ability, being quick on their feet and trained to react quickly to trouble.





- **Danger Sense(Ex):** A 2nd level Imperial Scout gains a +2 bonus on Reflex saves to avoid traps, a +2 dodge bonus to AC versus attacks made by traps, and a +4 insight bonus to Spot checks to spot creatures at the beginning of an encounter. Note these bonuses at 6th level increase to +4/+4/+6 respectively.
- **Ambush(Ex):** Upon reaching 2nd level a Scout can during the surprise round, make an attack against any target who has not yet acted. If successful the attack deals +1d6 points of extra damage, this increases by a further +1d6 damage at 4th, 6th, 8th, and 10th. Creatures immune to sneak attacks are immune to this. Ranged attacks only deal this extra damage if the attacker is within 30 feet of the target. Note if the Scout has a sneak attack, this damage stacks with it.
- **Track:** The 3rd level Scout gains the Track FEAT as a Bonus.
- **Fast Tracking(Ex):** At 4th level the Scout no longer suffers the -5 penalty on Wilderness lore checks for Tracking at normal speed.
- **Improved Evasion(Ex):** The Scout at 5th level receives Improved Evasion
- **Pass without Trace (Sp):** At 7th level the Scout moves through natural surroundings as if they were under the affect of the *Pass without Trace* spell of the same name continually.
- **Fearless(Ex):** A 9th level Scout is immune to all *Fear* and fear-like effects, having become resilient and used to facing the unknown on his own and with little support.

The Imperial Scout

Level	Attack	Fort	Ref	Will	Special
1 st	+0	+2	+2	+0	Scout Training, Evasion
2 nd	+1	+3	+3	+0	Danger Sense 1, Ambush 1
3 rd	+2	+3	+3	+1	Track
4 th	+3	+4	+4	+1	Ambush 2, Fast Tracking
5 th	+3	+4	+4	+1	Improved Evasion
6 th	+4	+5	+5	+2	Danger Sense 2, Ambush 3
7 th	+5	+5	+5	+2	Pass without Trace
8 th	+6	+6	+6	+2	Ambush 4
9 th	+6	+6	+6	+3	Fearless
10 th	+7	+7	+7	+3	Ambush 5

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SHADOW TELEPATH PRESTIGE CLASS:

Imperial Shadow telepaths are those individuals with mental powers, who display a Telepathic flair, these individuals are spirited away in secret and taught and instructed on their use. As such a Shadow Telepath can sense emotions, read minds, plant suggestions, rewrite memories, wipe the minds of people and even dominate them for a time, their mental powers grow fearsome and powerful.

The Shadow Telepaths never existed until Emperor Mezzenbone's rule, he foresaw the ability to utilise such individuals for the state as a great way of ferreting out traitors, information and secrets. They are rare still, and remain only a rumour to a few and unknown to most, the Emperor has ensured that testing for this discipline is performed in secret by state doctors, when a subject is found they are kidnapped and brought up and indoctrinated in secret, they work alongside the ISPD or alone as the Emperor decrees and requires. Some who have a talent are admitted later in life, but only if their talent is great and their loyalty above reproach.

Hit Die: d6

Requirements

To qualify to become a Shadow Telepath, a character must fulfil all of the following criteria:

- **Feats:** Psychoanalyst, Psychic Inquisitor, Hide Power
- **Skills:** Psicraft 4 ranks, Gather Information 4 ranks, Bluff 4 Ranks, Intimidate 4 ranks and Sense Motive 4 ranks
- **Special:** Must be of the Telepath Discipline, must have Cha 13+. Must be loyal to the Dragon Empire.
- **Base Power Points/Day:** 20+ (not including bonus power points)

Class Skills

The Shadow Telepath's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Innuendo (Wis), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Psicraft (Int), Profession (Wis), Remote View (Int), Sense Motive (Wis) and Urban Lore (Int).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the Shadow Telepath prestige class:

- **Weapon and Armor Proficiency:** A Shadow Telepath gains no additional proficiencies.
- **Telepathy (Su):** The Shadow Telepath at 1st level is capable of communicating telepathically with any being within 100 feet at will.
- **Sense Psionics (Su):** A Shadow Telepath is sensitive to the usage of Psionics by all beings, as such they can spend a round actively sensing for Psionic powers being used around them in a 60 feet radius, this otherwise works exactly as the *Detect Psionics* talent (page 65 of the Psionics Handbook) and can be used at will.
- **Conceal Thoughts (Su):** At 2nd level the Shadow telepath is proficient in protecting their own minds, and are very capable at shielding their own thoughts and emotions



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from external probing and detection. This is a continual affect for a Shadow Telepath and effectively provides them a +20 circumstance bonus to Bluff checks against those attempting to discern true intentions through Sense motive. They also gains a +4 saving throw bonus against any power used to read their minds.

- **Sensitivity (Su):** A Shadow telepath upon reaching 2nd level have become sensitive to Psychic Impressions left in places and on objects, usually when such events have taken place around them that involve strong emotions. Sensitivity is triggered by touch and works at the GM's discretion. When it works the Shadow telepath gets a psychic flash reliving the event in fractured images and shadowy pictures, during the round such a "flash" occurs the Telepath is considered prone unable to react or defend themselves. For the Shadow Telepath to recall details of the Flash they must make an Intelligence check (DC15).
- **Empathy (Su):** The Shadow Telepath upon reaching 3rd level becomes able to sense the surface emotions of others in sight, this requires the Telepath to spend a full round action studying the target and in doing so can sense basic needs, drives, and emotions (fear, hunger, thirst, arousal, fatigue, pain, rage, curiosity, hatred, friendliness etc..).
- **Suggestion (Su):** The Shadow telepath at 4th level can 2/Day use a *Suggestion* on anyone within 50 feet of them the target must make a Will save (DC12+ Telepaths Cha Mod) to resist it. It otherwise works exactly as the *Suggestion* talent as described on page 101 of the Psionics Handbook.
- **Read Minds (Su):** By 5th level the Shadow Telepaths, mental powers have grown and developed such that they can now at Will, by spending a full round action concentrate on an individual and read their surface thoughts. Note this only works on living targets, and otherwise functions exactly as the *Detect Thoughts* talent listed on page 66 of the Psionics Handbook.
- **Implant Memory (Su):** The Shadow Telepath learns the ability to implant memories into peoples minds, they can do this 1/Day and it functions exactly as the talent *Tailored Memory* on page 102 of the Psionics Handbook.
- **Mind Probe (Su):** The Shadow Telepath of 7th level has grown far more proficient in scanning the minds of people and is able to probe deeper, making all their memories and knowledge available to them, they can now attempt to probe for answers to almost any question from the victim providing they are in physical contact with them (which means either a touch attack for a single round, or a grapple is required for continuous probing). Each round of mental probing the Telepath can ask one question, the GM rolls a Will save for the victim (DC15+ Telepaths Cha mod) if they succeed they can either make the probe fail, or supply or false answer, if the latter option is chosen the Shadow Telepath can make an Intelligence check with the targets Will save result as the DC, to see if they spot it as a falsehood. If the target fails the initial save they must provide a truthful answer. This ability works better on sleeping targets, who cannot attempt to provide false info if they make the save, and suffer a -2 penalty to the save anyway to reflect their lowered mental defences. The number of rounds a Shadow Telepath can probe is equal to their shadow Telepath level and each round they do probe they lose 1 Temporary Con point as it is exhausting, physically and mentally, should the shadow Telepaths constitution ever reach zero they pass out, these points return at a rate of 1 per hour.
- **Dominate (Su):** At 8th level a Shadow telepath can attempt to Mentally dominate any single living creature of large size or smaller. They must be within 100 feet and visible, it otherwise performs exactly as the *Dominate* talent listed on page 69 of the Psionics handbook.
- **Mass Suggestion (Su):** The Shadow Telepath can make a Mass Suggestion, that works exactly as the power of the same name, (listed page 84 of Psionics Handbook) 1/Day. The targets must all be within 100 feet and no two more than 30 feet apart.
- **Mindwipe (Su):** At 10th level shadow telepath gains their ultimate mental power, they are capable of permanently wiping a single target within 30 feet's mind. The effect is that unless the victim can make a Fortitude save (DC14 + Telepaths Cha mod) that they suffer permanently 1 negative level loss for every three levels of the Shadow





Telepath prestige (maximum three), for creatures they suffer a -1 penalty on attack rolls, saves, skill checks, ability checks and so forth per negative level, they also lose 5 HP per negative level too. This ability can only be used once per day. Note *Psychic surgery* can restore negative levels lost by this assault, the memories are not actually wiped, access to them is simply prevented.

The Shadow Telepath

Level	Attack	Fort	Ref	Will	Special	0	1	2	3	4
1 st	+0	+0	+0	+2	Telepathy, Sense Psionics	2	--	--	--	--
2 nd	+1	+0	+0	+3	Conceal thoughts, Sensitivity	3	--	--	--	--
3 rd	+2	+1	+1	+3	Empathy	3	1	--	--	--
4 th	+3	+1	+1	+4	Suggestion	3	2	--	--	--
5 th	+3	+1	+1	+4	Read Minds	3	3	1	--	--
6 th	+4	+2	+2	+5	Implant memory	3	3	2	--	--
7 th	+5	+2	+2	+5	Mind Probe	3	3	2	1	--
8 th	+6	+2	+2	+6	Dominate	3	3	3	1	--
9 th	+6	+3	+3	+6	Mass Suggestion	3	3	3	2	--
10 th	+7	+3	+3	+7	Mindwipe	3	3	3	2	1



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IMPERIAL SHOCK TROOPER PRESTIGE CLASS:

Imperial Shock Troopers are the best of the best, chosen for their ability, their loyalty and their total and complete dedication to the Dragon Empire, following their commanding officers orders without question. Once accepted, they are given Gene Therapy to turn them slowly into ultimate fighting machines. Providing them super human strength, heightened reflexes, great fortitude, toughened epidermis, heightened sense, increased regenerative capability and the ability to shrug off wounds, which would otherwise kill a lesser person.

In the Dragon Empire the sight of these Powered armoured troopers instils fear in their enemies, and pride in the citizens they defend, they are the pride of the Imperial Army. Their skills are unmatched, there loyalty beyond reproach, they obey without complaint crushing enemies and threats underfoot with ease.

Hit Die: d10

Requirements

To qualify to become a Shock Trooper, a character must fulfil all of the following criteria:

- **Feats:** Combat Reflexes, Iron Will, Power attack, Armor Proficiency Powered, Point Blank shot, Precise Shot, Rapid Shot, Autofire and Crack shot.
- **Base Attack:** +10
- **Skills:** Spot 4 ranks, Listen 4 ranks, Move Silent 2 ranks, Hide 2 ranks,
- **Special:** A candidate must be Chosen to become a Shock Trooper, and must be loyal to the Dragon Empire. Must have Strength, Dexterity and Constitution all of at least 13+ as only the fittest, strongest and most agile are considered.
- **Alignment:** Any non Chaotic

Class Skills

The Shock Trooper's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Freefall (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Profession (Wis), Spot (Wis), Swim (Str), and Tumble (Dex).

Skill Points at Each Level: 3 + Int modifier.

Class Features

All the following are class features of the Shock Trooper prestige class:

- **Weapon and Armor Proficiency:** A Shock Trooper is proficient with all high tech simple and martial weapons and all light, medium and heavy armor.
- **Power Armor:** At 1st level a Shock Trooper is given a suit of Imperial Power Armor, this is their suit, they are responsible for it's maintenance and repair, no other trooper is permitted to use this armor. The Shock Trooper is usually given sufficient Heavy Power Cells for any particular mission.
- **Hit Die Increase (d12):** When a candidate first becomes a Shock Trooper they are prepared to undergo the Gene Therapy process, the effect of this increases their hit dice to a d12 from that point onwards.





- **Gene Therapy:** As part of being a Shock Trooper, the subject is put through a number of Gene Therapy treatments as their career progresses, which restructures and combines their genetic makeup into improved forms, granting them near supernatural level attributes. At 2nd level they receive a +2 enhancement to Strength, and gain a +1 natural armor bonus. At 4th level they receive a further +2 enhancement to Strength and their natural armor becomes +2. Upon reaching 6th level they receive a +2 enhancement to Constitution and their Natural armor bonus increases to +3. By 8th level they receive a +2 enhancement bonus to Dexterity, and the natural armor increases to +4. Finally at level 10 the last lot of Gene therapy is performed and the Shock Trooper receives a +2 enhancement to Constitution and natural armor increases to +5. This means by 10th level as a Shock Trooper the total bonus received will be +4 Str, +4 Con, +2 Dex, and a natural armor of +5.
- **Darkvision:** At 2nd level the Genetic alterations allow the shock Troopers eyes to perform naturally as if they had Darkvision 60 feet. If the Shock Trooper had Darkvision to begin with, it improves the range to 90 feet.
- **Uncanny Dodge:** At 3rd level a Shock Trooper can retain Dex bonus to Ac in situations where it would normally be lost such as being caught flat footed, or being hit by an invisible being. At 8th level the Shock Trooper can no longer be flanked,.
- **Dead Aim (Su):** The Shock Trooper at 3rd level can as a full round action, fire a single shot with a firearm that ignores any AC bonuses for cover and any miss chance for concealment, as long as the target has less than total cover or concealment.
- **Fast Heal:** Beginning from 5th level the Shocks Troopers anatomy is now so changed that it is now capable of repairing all but the most serious wounds very quickly, granting them Fast Heal 1, this cannot be used to reattach or regrows lost limbs or bring back from the dead though. At 10th this increases to Fast Heal 2.
- **Damage Resistance:** A Shock Trooper becomes increasingly resistant to damage in the form of Damage resistance. At 5th level they gain DR 3/+1, at 7th it becomes 5/+2, and finally at 9th it becomes 7/+3.

The Imperial Shock Trooper

Level	Attack	Fort	Ref	Will	Special
1 st	+1	+2	+2	+0	Power Armor, Hit Die Increase (d12)
2 nd	+2	+3	+3	+0	Gene Therapy 1 (+2 Str, +1 natural armor), Darkvision
3 rd	+3	+3	+3	+1	Uncanny Dodge (Dex bonus to Ac), Dead Aim
4 th	+4	+4	+4	+1	Gene Therapy 2 (+2 Str, +2 natural armor)
5 th	+5	+4	+4	+1	Fast Heal 1, Damage resistance 3/+1
6 th	+6	+5	+5	+2	Gene Therapy 3 (+2 Con, +3 natural armor)
7 th	+7	+5	+5	+2	Damage resistance 5/+2
8 th	+8	+6	+6	+2	Uncanny dodge (not be flanked), Gene Therapy 4 (+2 Dex, +4 natural armor)
9 th	+9	+6	+6	+3	Damage resistance 7/+3
10 th	+10	+7	+7	+3	Fast Heal 2, Gene Therapy 5 (+2 Con, +5 natural armor)

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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





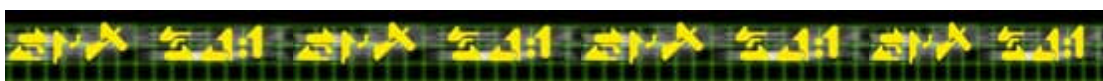
attackers attack roll, if the Ace gets higher they take only half damage. At 9th level this becomes Improved Interceptor Evasion, which works the same was but they take no damage at all if their piloting roll succeeds..

- **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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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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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.



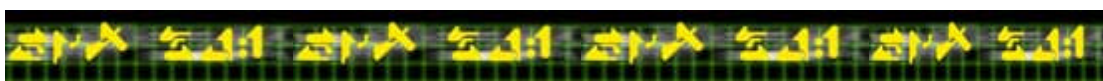


- **Corvette, Cruiser, Battleship & Dreadnought:** As the Officer moves through their career they become more well known, better respected gaining more prestigious assignments, as such at certain points in their career they are offered command positions aboard more impressive craft. All Naval Officers 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	Corvette
5 th	+3	+4	+1	+1	Command Bonus +3, Enhance Fleet +1
6 th	+4	+5	+2	+2	Cruiser
7 th	+5	+5	+2	+2	Command Bonus +4, Reputation
8 th	+6	+6	+2	+2	Battleship
9 th	+6	+6	+3	+3	Command Bonus +5, Enhance Fleet +2
10 th	+7	+7	+3	+3	Dreadnought

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PSIONIC STALKER PRESTIGE CLASS: v1.0

Psionic Stalkers are those individuals, who sensitive to the Psychic energies of others, learn to feed and sustain themselves off that energy. Psionic Stalkers learn to tap into something predatory and primal in themselves in order to do this and are often quite feral and predatory as people in what they say, do and how they interact with others. They are also often found in the company of animals, wild or otherwise, whom they befriend. It is said that if a Stalker chooses you as prey, then running is pointless, as sooner or later they will track you down and feed on your thoughts.

In the Dragon Empire, the Emperor has learned to see these individuals as valuable tools, by taking them and training them, he has learned to turn them into the his Bloodhounds, ferreting out all resistance psychics, as well as for some of the more proficient Stalkers being able to bleed the information regarding the location of resistance bases and traitors within the emperors forces straight from their own peoples minds. As a result the Psionic Stalkers and their hunting packs of trained animals are a feared sight on many Imperial worlds.

Hit Die: d10

Requirements

To qualify to become a Psionic Stalker, a character must fulfil all of the following criteria:

- **Base Attack:** +5
- **Base Power points/day:** 16+ (Not including bonus points)
- **Feats:** Track, Mental Adversary
- **Skills:** Wilderness lore 4 ranks, Handle Animals 1 rank, Gather information 2 ranks.
- **Statistic:** Must have a Cha 13+

Class Skills

The Psionic Stalkers class skills (and the key ability for each skill) are Animal Handling (Cha), Animal Empathy (Cha), Concentration (Con), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Listen (Wis), Move Silently (Dex), Psicraft (Int), Sense Motive (Wis), Spot (Wis), Stabilise Self (Con), Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

- **Weapon and Armor Proficiency:** A Psionic Stalker is proficient with all High tech simple and martial weapons and light armor.

All the following are class features of the Psionic Stalker prestige class:

- **Sense Psionics (Su):** At 1st level, the Psionic Stalker gains the ability to sense all psionic activity within 1 mile/level of himself. He knows the direction and distance from himself to within 60 feet and the discipline being used, but no other information. This ability works constantly so long as the Psionic Stalker retains at least one power point. The Stalker must make Track rolls to follow the activity to it's source, but gains a +4 competence bonus to the rolls so long as the powers continue to be used. If the





powers being tracked cease the stalker can still track the residue, but loses the bonus. Note while tracking ignore all visibility modifiers, and for things like rain or snow.

- **Psychic Vampire (Su):** All Psionic Stalkers develop the need to feed on psionic energy (Power Points), it is for this reason they are so capable and dedicated, feeding on Psychic Energy for them is like mana from heaven. This need to feed on psychic energy is like an addiction they cannot function properly without it. To such extent that if they do not feed on at least 5 power points of psychic energy each week they suffer a -1 penalty to all Statistics, saves, skills and rolls. This physical decline continues for every further day beyond that time by another -1 penalty (cumulative), the Stalker dies once his Constitution has reached zero. To actually feed on power points a Psionic Stalker has developed the ability on a successful melee touch attack to drain the target of 2 power points/level, unless the victim makes a Fortitude saving throw (DC16+Con modifier), transferring them immediately to himself. The stalker can drain up to his Constitution score more than he can normally have, but these additional points disappear after one hour. When used against non-psionics this ability causes 1 point of Temporary Intelligence, Wisdom or Charisma damage (Stalkers choice), and he gains 1 Power point for every successful drain. At 7th level the Stalker needs 10 power points/week to satisfy his appetite, and can drain 4 points/level or 2 temporary statistic damage from non-psionics respectively. At 10th level the Stalkers appetite requires 20 power points/week, and allows them to drain 6 points/level or 3 temporary statistic damage from non-psionics.
- **Sustenance (Su):** A Psionic Stalker develops the ability to go without food and water, living solely on their psychic sustenance. The Stalker must retain at least one power point and feed on psychic energy to maintain this state.
- **Beast Friend (Su):** A Psionic Stalker has an affinity with all animals, except felines. As such they can have animal companions whose Hit Dice total is no more than his total level. No individual animal may have more hit dice than the Stalker. Note: Felines regard the Stalker as a fellow predator and as a result competition as such no feline can be affected by any roll to influence them from the Stalker, and will almost always be aggressive if not hostile.
- **The Hunger (Ex):** The Psionic Stalker, as a result of their appetite learns to track a target at speed, trying to reach them and drain them as fast as possible, as such they have developed the skill to track while maintaining normal speeds, and do not suffer the normal -5 penalty for moving at this rate while tracking.
- **Relentless (Ex):** A Psionic Stalker becomes relentless once they have a detected psionics being used, wanting to reach and feed on the quarry as fast as they can, as such they have become proficient at tracking psionic users down, they know what signs to look for and where to look. As a result they gain their Psionic Stalker levels as a bonus on Gather Information, Spot and Wilderness lore rolls to find Psychics.
- **Disarm Mind:** the Psionic Stalker gains the Disarming Mind feat as a bonus free feat.
- **Very Tough (Ex):** A Psionic Stalker is hardy, and unrelenting as a result they gain their Constitution modifier as a Natural Armor bonus at 6th level.
- **Fast Healing (Su):** A Psionic Stalker at 8th level develops the ability to heal wounds using their psychic energies at an alarming rate, granting them Fast healing 1, which heals 1 hit point/round. Further it can be boosted a Psionic Stalker can spend Power Points to increase this heal rate for the duration of the day at a rate of 10 points for an additional +1 hit point/round, to a maximum of 100 points for 10pt/round. Their fast healing only works so long as they retain at least 1 power point.
- **Mind Bleed (Su):** A Psionic Stalker learns to rip the memories from a victims mind as they feed, as a result if a victim fails their save against the Stalker power point draining, they must then make another Fortitude save (DC 16+Cha modifier) or the stalker learns the answers to three questions, answered to the best of the victims knowledge. This ability is excruciating for the victim and gets it's name by the fact that the victim usually haemorrhages from the ears, eyes and nose (no actual damage) from the mental assault.





The Psionic Stalker

Level	Attack	Fort	Ref	Will	Special	PP/Day	0	1	2	3
1 st	+0	+0	+0	+2	Sense Psionics	+3	--	--	--	--
					Psychic Vampire					
2 nd	+0	+0	+0	+3	Sustenance	+5	--	--	--	--
					Beast Friend					
3 rd	+1	+1	+1	+3	The Hunger	+5	--	--	--	--
4 th	+1	+1	+1	+4	Relentless	+5	1	--	--	--
5 th	+1	+1	+1	+4	Disarm Mind	+7	2	--	--	--
6 th	+2	+2	+2	+5	Very Tough	+7	2	1	--	--
7 th	+2	+2	+2	+5	Psychic Vamp 2	+7	2	2	--	--
8 th	+2	+2	+2	+6	Fast Healing	+9	2	2	1	--
9 th	+3	+3	+3	+6	Mind Bleed	+9	2	2	2	--
10 th	+3	+3	+3	+7	Psychic Vamp 3	+9	2	2	2	1

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SOUL SHIP PRESTIGE CLASS: v1.03

Soul-Ship's are specially modified Explorer vessels, that include the specially designed *Infinity Matrix* Columns, these are a form of Neural net that can hold the soul of a normal Soul mech, but whose influence spreads throughout the entire vessel, which effectively becomes the Soul Mechs new body.

Soul-Ship's are exceptionally rare, and only ever found in the employ of some government, powerful corporation or power body, the Recipient who becomes the soul-ship, is always given rigorous testing and training and only exceptional candidates are accepted, mostly because the transition from an androgynous humanoid form to a non humanoid form, requires the ability to adapt and think in new ways. As such Soul-Ship's are almost always paired with a living companion, as this is proven to keep them grounded and their "Humanity" intact, it also requires the ability to take the mass inflow of information without causing mental overload, this is something few have the natural ability to do.

The Soul-Ship are then effectively indentured servants of the group or power body that gave them the opportunity, many are given the opportunity after long terms of service to buy their freedom, but this is not required of the patron.

Soul Ships are not commercially available, the technology to make them exists only through powerful governments, or super rich mega corporations and the like as mentioned above. The Technology necessary to make the *Infinity Matrix* columns that are fitted into the Soul-Ships vessel form and the extensive conversions internally that are made to the vessels to allow the Soul-Ship to have total control and awareness of the form are a closely guarded secret of the Church of the Smith, and have never yet managed to be successfully replicated, and are only sold to governments and the like in very limited numbers for extortionate prices far out of the realms of even the richest players character.

A Soul-Ship has total control over it's own form, from environmental controls, doors, engines, weapons, lifts, lights everything, all things are tied into the Soul-Ships control through the *Infinity matrix* column. It can as a result see inside itself at any point where there exists a camera (which is every compartment and all major corridors & lifts), other than these areas the Soul-Ship must investigate through it's hands. But thanks to these internal sensors it can see and hear almost all activity aboard itself, providing a +5 bonus to Spot, Listen, Search and Read lips to determine anything appropriately tied to these skills which occurs in these places. It is considered polite for a Soul-Ship not to spy on it's companion, and only look or listen in on its passengers if it has cause for concern, as such typical their viewers and sensors in these areas are kept switched off while occupied.

Base Form (Explorer):

The base form of a new Soul-Ship is the Explorer (*Starfarer's Handbook* page 169), vessels later have the option to upgrade in lieu of other choices (see customisation below).

Gargantuan Vehicle; hp 180; Top Spd 30; Acc 4; Dec 4; Hand +2; Sensor +5; Stealth 10; AC 9 (-4 size, -5 Dex, +5 natural, +3 armor); SQ vehicle, hardness 20; Fuel 500,000/1.

Station: Soul-Ship 1, Companion 1.

Cargo: 25 tons.

Weapons: Two Laser Cannons (battery); Fire arc: front; Attack bonus: Soul-ship's +5 (targeting computer) Damage 6d10x2; Range: 5.

Hit Die: d6 (all Hit Points of a Soulmech and this Prestige class stack with the vessels Hit Points, this reflects its ability to mentally soak the damage more than an actual improvement in the tough ness of it's frame)





Requirements

To qualify to become a Soul-Ship, a character must fulfill all of the following criteria:

Feats: Technical Proficiency, Starship Piloting, Space Jockey,

Skills: Pilot 10 ranks, Navigate 10 ranks, Repair 6 ranks, Research 6 ranks, Use Device 6 ranks and any one Knowledge skill 6 ranks.

Special: Sponsorship by a Group/Faction/Religion/Business or Individual with the necessary resources, a Soul mech must also have a 16+ Intelligence, and a 12+ Wisdom & Charisma

Alignment: Any

Class Skills

The Soul-Ship's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Decipher Script (Int), Intuit Direction (Wis), Knowledge All skills (Int), Listen (Wis), Navigate (Int), Pilot (Dex), Profession (Int), Repair (Int), Research (Wis), Spot (Wis), Use Device (Int).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the Soul-Ship prestige class:

Weapon and Armor Proficiency: A Soul-Ship is proficient with all high tech Simple and Martial weapons, including Starship weapons.

Remote Operation: The Soul-Ship gains the Remote operations FEAT free

Remotes: A Soul-Ship has only limited ability to function outside of space, as such to give the Soul-Ship the ability to interact with it's companion and others, they are given one small robot (although more may be purchased later), which they can directly control, as miniature extension of themselves called "Hands", these are very durable high tech small hovering disc shaped robots, with many features, and designed to allow them to be easily customised even further.

Small Construct; HD 1d10; hp 5; Init +0 (Dex); Spd 40 ft, fly 40 ft (good); AC 17 (+1 Size, +2 Dex, +4 Natural); Atk (as soulship for attack score, +1 from integral laser sight) ; SQ Construct, low light vision, ambidexterity, Darkvision 60 ft; AL (as Soul-Ship); Fort +0, Ref +2, Will (as Soul-ship), Str 8, Dex 14, Con -, Int (as soul ship), Wis (as soul ship), Cha (as soul ship). *Class Skills:* (as Soul-ship), *Feats:* (as Soul-ship), *Upgrades:* Darkvision, +4 Enhanced Dexterity, Improved visual sensors, Improved audio sensors, Integral Specialised masterwork toolkit (type varies), Integral laser sight, Integral dual Holdout Laser (1d10x2 damage, x2 crit, 75 ft rng), Laser Torch, Retractable manipulators, Multiscanner, +4 Natural Armor, Personal Communicator, Reinforced Construction DR 5/-, Remote Operation unit, Security Scanner, Hoverlift; *Cost:* 27,360 cr each

Note: "Hands" cannot hold any programming due to the memory requirements, and space required for the direct link remote operation components that allow the soul-ship to control them as parts of itself, as such if the soul-ship is incapacitated as are the "Hands". Also if a "Hand" is destroyed the Soul-ship must make a Will save (DC15) or be rendered unconscious

because of the neural backlash for 2d10 rounds, during this time both it and it's remaining hands are vulnerable and unable to do anything. A Soul-Ship is able to control a maximum of 1 "Hand" for every 3 levels (total character levels, not class levels). Also for every hand controlled at any one time there is a cumulative -1 penalty to all Skill checks and Attack rolls, this reflects the Soul-Ships mental awareness being divided to operate the "Hands" so only part of it's total awareness is ever in effect through each hand.





Total Recall: The Soul-Ship gains the Total Recall FEAT free, this is a new feat (See below)

Self Diagnostics: The Soul-Ship is able to Determine problems to itself, by running a number of internal checks as well as using it's own sensations to narrow down where and what the problems may be, as such he gains a +4 bonus to Repair checks upon itself.

Form Familiarity 1,2 and 3: Form Familiarity comes from the Soul mech finally becoming so familiar and used to the form that it's is very agile, and gains some familiarity bonuses with the form; namely +5 speed, +1 acc, +1 dec, Hand +1, +1 AC Dex bonus for each level of Form Familiarity, bonuses are Cumulative.

Customisation: The Soul-Ship is occasionally awarded for loyal service with the option to customise their form in some unique fashion, or even take a new form. Whenever Customisation is given as an option the Soul-Ship may choose one benefit from the following list. **Note:** None of these customisations are available for sale normally, available only through the patrons who first provided the Soul-Ship conversion.

- **Upgraded Form:** (the Soul-Ships *Infinity Matrix* Column and hence the Soul-Ship are transferred to a new larger form, first time to a Corvette, second time to a Destroyer).
- **Regenerative Hull:** (the ships hull is replaced with a special living metal replacement, that has the ability to regenerate itself, growing back to seal breaches and repair damage, effectively providing the vessel Fast Healing 5. **Note:** This does not allow the vessel to repair system damage, nor propulsion, weapon or sensors which may get damaged or destroyed, these must still be replaced).
- **Energy Shielding:** (the ship has the ability to erect an energy field around it to protect it, which effectively provides 100 *Phantom* hit points for the vessel all damage done to the vessel comes off the shield first. Once a shield is destroyed it cannot be erected for 24 hours as it requires time to recharge).
- **Cloaking Device:** (the vessel is fixed with a cloaking device, these use an immense amount of power which is drawn from the vessels Farcaster, each use drains 1 charge from it. But while active the ship is effectively *Invisible* as per the spell, but lasts for upto 1 hour/level (as opposed to the usual 10 mins/level), note a cloaked vessel becomes visible the instant it fires).
- **Fortified Hull:** (the vessel is given a special reinforced hull and it's infrastructure is given extra armouring and support, as such the vessel tends to be able to shrug off a lot more damage, this gives the vessel +20 hit points, and a 25% chance to ignore any critical inflicted against it. **Note:** The fortified hull makes the vessel less maneuverable -2 penalty to Handling, and -1 acc & dec).
- **Additional Weaponry:** (the vessel is granted 50,000 credits worth of additional weaponry **Note:** Additional weapons slow the vessel somewhat due to their power drain and bulk reducing a vessels move by 10).
- **Improved Farcaster:** (the vessel is installed with an improved Farcaster, these are specially designed and charged and provide 100 charges as opposed to the usual 50, they are also far more accurate providing a +5 bonus to the navigation roll).





The Soul Ship

Level	Attack	Fort	Ref	Will	Special
1 st	+0	+0	+2	+2	Remote Operation
					Remotes
2 nd	+1	+0	+3	+3	Total Recall Self Diagnosis
3 rd	+2	+1	+3	+3	Form Familiarity 1
4 th	+3	+1	+4	+4	--
					--
5 th	+3	+2	+4	+4	Customisation
6 th	+4	+2	+5	+5	Form Familiarity 2
7 th	+4	+2	+5	+5	--
8 th	+5	+3	+6	+6	--
9 th	+6	+3	+6	+6	Form Familiarity 3
10 th	+6	+3	+7	+7	Customisation

NEW FEAT

TOTAL RECALL (General)

You have a highly trained mnemonic capacity, providing an almost perfect ability to recall almost anything you have ever seen, read or done.

Prerequisites: Int 16+, Information Junkie

Benefit: The individual can attempt recall anything they have ever seen, heard or done with almost total accuracy. To do this the character can make a Gather Information roll against a Difficulty number which varies on the level of info the character seeks to recall.

Simple info (name of a person met multiple times, name of a planet that is well known, name of your planets governor) DC10, Uncommon info (name of a person met once, the name of an Alien species once shown on a holo vid, the code to the security door you saw entered once or twice) DC 20, Obscure info (The name of a person you have only seen once at a distance, that book you read when you were 7, the account number you saw in the three seconds before you had to switch the computer off, the address of anyone whose address you have ever seen) DC 30+

Special: Obviously a character cannot use this feat to gain access to information they have never seen, done or heard, but if there is chance that the PC may have once seen, done or heard something about the subject apply a Dc to the chance of them recalling it and let them roll. This is a great way for PC's to see if they can recall a pertinent adventure fact they may have forgotten.

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THE CRIME BOSS PRESTIGE CLASS:

The Crime Boss is the mastermind of criminal intent, all manner of larcenous activities are his domain, from protection racketeering, gun running, extortion, prostitution, bootlegging, supply of contraband substances, and so on. They prefer not to dirty their own hands with such activities, using others who work for them instead. The mark of a good Crime Boss is someone who can seem to fit into normal society as a productive member while secretly building and running their illicit empire. They are always thinking, always covering every angle, be it removing of witnesses, paying of bribes, burying of evidence whatever all in order to remain one step ahead of the law.

In the Dragon Empire Crime Bosses are here, there and everywhere hidden just beneath the surface of society, be it gangs on the streets, mafia style crime families, corrupt corporate businessmen, all the way up to full blown Criminal syndicates that are based on one or more planets..

Hit Die: d6

Requirements

To qualify to become a Crime Boss, a character must fulfill all of the following criteria:

- **Feats:** Leadership
- **Skills:** Bluff 8 ranks, Diplomacy 5 ranks, Gather Information 8 ranks, Sense motive 5 ranks, Urban Lore 6 ranks.
- **Alignment:** Any non good

Class Skills

The Crime Boss's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Profession (Wis), Research (Wis), Sense Motive (Wis), Urban Lore (Wis) and Use Device (Int).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the Crime Boss prestige class:

- **Weapon and Armor Proficiency:** A Crime Boss is proficient with all high tech simple and martial weapons and light armor.
- **Racketeering:** The Crime Boss is feared and respected on his home turf, and often has many irons in the fire so to speak, from petty protection rackets, prostitution, petty theft, fencing stolen good, and so forth... all manner of larcenous deed. As such they can oversee all these "jobs" as their profession and by making an Intimidate Check can each week earn an amount of Credits equal to their result x 100. in any week. Of course all this money is rather small in the scale of things the Crime Boss is still "small potatoes". Note this income is in addition to any income a Crime boss may earn via profession and their "legitimate" job.
- **Fearsome Reputation:** the fearsome reputation and respect a Crime Boss earns for themselves, means that people are less likely to mess with them and withhold





information. In Game terms this means a +2 bonus to Intimidate, Bluff, Diplomacy, and Gather Information skill checks. This bonus increases by a further +2 every two levels (+4 at 4th, +6 at 6th etc.). also because of their Reputation they are considered to have “great Prestige” for purposes of acquiring cohorts and followers via the leadership FEAT.

- **Resources:** A Crime Boss of 3^d level has expanded their operations and now deals in extortion, money laundering and other additional larcenies of a more significant nature. As such they can now make an Intimidate check each week and the total of the roll, plus their Crime Boss level x 1000cr is the amount of income they now make from these activities. At 7th level the criminals operations are in full bloom and net a greater income each week they now earn, the result of their Intimidate check, plus their Crime boss level x 10,000cr.
- **Gang/Family/Syndicate:** The Crime boss as he gains levels gains a greater reputation amongst the underworld and attracts more capable goons and henchmen, this translates into a +2 bonus to Leadership rolls upon gaining a new level. They gain a further +2 bonus every two levels (+4 at 7th, and +6 at 9th).

The Crime Boss

Level	Attack	Fort	Ref	Will	Special
1 st	+0	+0	+0	+2	Racketeering
2 nd	+1	+0	+0	+3	Fearsome Reputation +2
3 rd	+2	+1	+1	+3	Resources
4 th	+3	+1	+1	+4	Fearsome Reputation +4
5 th	+3	+1	+1	+4	Gang
6 th	+4	+2	+2	+5	Fearsome Reputation +6
7 th	+5	+2	+2	+5	Family, Major Resources
8 th	+6	+2	+2	+6	Fearsome Reputation +8
9 th	+6	+3	+3	+6	Syndicate
10 th	+7	+3	+3	+7	Fearsome Reputation +10

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THE SNIPER PRESTIGE CLASS:

Snipers are those individuals who for whatever reason kill for reasons of their own or for money. They are invariably a fantastic shot with a Sniper Rifle capable of dropping an enemy with a single shot from a mile or more away. The best snipers are a legend that instill fear throughout certain sectors of society, be they a crime syndicate sniper, political assassin, freelance killer for hire, religious slayer, government spook or secretive individual with some hidden agenda.

In the Dragon Empire, snipers although not common are present, existing in secret working for some group or nation or individual, with the advent of technology such as exists today they are indeed someone who can instill terror in folks by their mere mention. They practice day in day out perfecting their skills and can perform feats with their sniper rifle others simply cannot match.

Hit Die: d8

Requirements

To qualify to become a Sniper, a character must fulfill all of the following criteria:

- **Feats:** Weapon focus (Sniper Rifle), Point blank shot, Far shot, Precise Shot
- **Skills:** Hide 5 ranks, Spot 8 ranks, Move silently 5 ranks.
- **Special:** Must have proficiency with Sniper rifles, must possess a Mw Sniper Rifle, and can never use ANY other ranged weapon other than their sniper rifle and use their sniper related abilities through them.
- **Base Attack:** +10

Class Skills

The Sniper's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Disguise (Cha), Escape Artist (Dex), Freefall (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Tumble (Dex), Urban Lore (Wis) and Use Device (Int).

Skill Points at Each Level: 3 + Int modifier.

Class Features

All the following are class features of the Sniper prestige class:

- **Weapon and Armor Proficiency:** A Sniper is proficient with all high tech simple and martial weapons and light armor.
- **True Aim:** The aim of a Sniper is such that all shots fired from "his" Sniper Rifle (the one he designates as his own) are considered to be keen, doubling the threat range for that weapon.
- **Range Increment increase:** A Sniper is proficient at taking out foes at range, they are not comfortable up close and personal, often finding a roost or high spot where they can have a good view of the target and their surroundings, as well as having plenty of time to escape after the shot is taken. As such they are proficient in firing accurately at range, effectively increasing the range increment for their Sniper rifle by 10 feet per Sniper level.





- **Concealment Reduction:** A Sniper is capable of making the shot in many circumstance when normally it wouldn't be possible or very difficult because of concealment. As such at 2nd level they can reduce the miss chance percentage of concealment by 10%, this increases to a 20% reduction at 6th and a 30% reduction at 10th, this never reduces the miss chance percentage to below 0% against any opponent.
- **Dead Aim:** At 2nd level the aim of the Sniper is such that they can maximise damage done to a target, effectively increasing the critical multiplier by +1 (x2 becomes x3 etc.), at 7th level they increase the multiplier by +2 instead (x2 becomes x4).
- **Vitals Shot:** The May once per day ensure a single shot using their own designated sniper rifle which they know and are used too completely be an instant threat.
- **Take Aim:** At 4th level a Sniper can spend a full round action taking aim against a single stationary target and as a result gains a +2 circumstance bonus to the attack roll. At 8th level this bonus becomes +4.
- **Unwavering Accuracy:** The Sniper can 1/Day reroll any one attack roll made with his or her own personal sniper rifle that may have missed otherwise. He or she must however abide by the second roll regardless of whether or not it is higher or lower. The number of times per day this can be done increases at 7th and 9th.
- **True Strike (Sp):** As the ultimate skill for a sniper of 10th level they can 1/Day take a single shot, and have it as if affected by the *True Strike* spell, providing a +20 insight bonus to that one shot, making those occasions when that one single shot needs to hit possible, this is a full round action.

The Sniper

Level	Attack	Fort	Ref	Will	Special
1 st	+1	+0	+2	+0	True Aim, Range Increment increase
2 nd	+2	+0	+3	+0	Dead Aim 1, Concealment Reduction 10%
3 rd	+3	+1	+3	+1	Vitals Shot
4 th	+4	+1	+4	+1	Take Aim +2
5 th	+5	+1	+4	+1	Unwavering accuracy 1/Day
6 th	+6	+2	+5	+2	Concealment Reduction 20%
7 th	+7	+2	+5	+2	Dead Aim 2, Unwavering Accuracy 2/Day
8 th	+8	+2	+6	+2	Take Aim +4
9 th	+9	+3	+6	+3	Unwavering Accuracy 3/Day
10 th	+10	+3	+7	+3	<i>True Strike</i> , Concealment Reduction 30%

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VOID DANCER PRESTIGE CLASS:

The Void Dancers are an elite group of Martial Artists, capable of incredible feats of unarmed combat in low or zero gravity environments. They train their minds and bodies, improving their focus and concentration and grace to near supernatural levels. The Void Dancers are also capable of using magic to a limited degree, the magic dealing with helping them in such gravity reduced environments.

Within the Dragon Empire, Void Dancer are something of a legend, their abilities and skills have gained them great renown, and the art of Void Dancing is not taught to many, the Void Dancers themselves being somewhat reclusive and scarce as well as very selective about those they will teach it too. All Void Dancers endeavour to pass on their art to an apprentice at least once in their careers.

Hit Die: d8

Requirements

To qualify to become a Void Dancer, a character must fulfill all of the following criteria:

- **Feats:** Improved Unarmed attack, Dodge, Zero G Tolerance,
- **Skills:** Free Fall 10 ranks, Tumble 6 ranks, Jump 6 ranks, Concentration 5 ranks
- **Special:** Dex 13+, Int 13+, May NEVER wear armor greater than light.
- **Spells:** Must be able to cast 1st level Arcane spells or greater

Class Skills

The Void Dancer's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Escape Artist (Dex), Freefall (Dex), Jump (Str), Knowledge – Arcana (Int), Spellcraft (Int), Tumble (Dex) and Use Device (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the Void Dancer prestige class:

- **Weapon and Armor Proficiency:** A Void Dancer is proficient with all simple high tech weapons and light armor.
- **Void Defence(Ex):** At 1st level Void Dancers gain the ability to add their Intelligence modifier to their AC, so long as they wear no armor greater than light, or are wearing a Vac suit. They are masters of their environment and can move with fluid grace, even in low or zero gravity (freefall checks allowing).
- **Oneness(Su):** A Void Dancer of 1st level gains the Evasion ability through the ability to become one with themselves expanding their awareness in a form of sixth sense or heightened intuition. Providing the Void Dancer can succeed on the relevant Freefall check before their save, this evasion also applies when the Void Dancer is in low or zero gravity environments. At 5th level the Void Dancers awareness increases giving them True oneness, which grants them Improved Evasion.
- **Embracing the Void(Su):** A 2nd level Void Dancer can Embrace the void, giving them total focus on what they are doing, and the events unfolding around them as such they are less prone to distractions giving them a +5 competence bonus on all concentration checks for the purposes of spell casting.
- **Void Strike(Ex):** A Void Dancer of 2nd level can use their focus to apply additional force behind their unarmed strikes of an amount equal to their Intelligence modifier. A void Dancer of 7th level can apply this extra damage to any melee weapon attack also.





- **Bonus FEAT's:** The Void Dancers at 3rd, 6th, and 9th are entitled to choose a bonus FEAT, they may only choose from the following list of feats that go to make up the "Way of the Void" Martial Arts Style: *Improved Initiative, Improved Grapple, Expertise, Choke Hold, Dodge, Combat Reflexes, Eyes in the Back of Head, Power Attack, Fists of Iron, and Close Quarters Fighting.*
- **Emptiness(Ex):** The Void Dancer upon attaining 4th level teach themselves to empty their minds of all distractions, and stray thoughts further building on their already impressive focus so that they remain always alert even subconsciously, this manifests itself in a +2 bonus to Initiative, and a +2 bonus to Reflex saves. A Void Dancer in any armor greater than light loses these bonuses.
- **Void Dancing(Su):** The Void Dancer at 8th level is the Master of his environment and adept at maximising his potential movements within it, as such they receive a +10 competence bonus to all Balance, Jump, Tumble and Freefall checks.
- **Spells:** Beginning at 1st level, a Void Dancer gains the ability to cast a small number of arcane spells. The Void Dancer's ability to cast these spells works exactly like a Wizard's ability to cast spells (they are Intelligence-based and need to be prepared).

A Void Dancer, must pick their spells from the following list:-

1st level – *Animate Rope, Mage Armor, Jump, Magic Weapon, Shield, Spider Climb, True Strike,*

2nd level – *Bull Strength, Cats Grace, Web, Shatter, Spectral Hand, Levitate.*

3rd level – *Blink, Displacement, Fly, Haste, Hold Person, Keen Edge.*

4th level – *Locate Creature, Dimension Door, Sending, Telekinesis, Teleport*

"Way of the Void" Mastery - Martial Arts Style

The Way of the Void Martial arts style is one developed by the Void Dancers, and is one promoting holds, and grapples, quick reflexes and lightning fast strikes.

Prerequisites: *Improved Unarmed Strike, Improved Initiative, Improved Grapple, Expertise, Choke Hold, Dodge, Combat Reflexes, Eyes in the back of head, Power Attack, Fists of Iron, Close quarters fighting; Jump 4 ranks, Freefall 4 ranks.*

Benefit: Anyone who masters the style by obtaining all the necessary feats, gains the following benefits, first they can once per day re-roll any failed Freefall, Jump or Tumble roll. And in addition they receive a +2 competence bonus to Attack rolls when in Zero Gravity.

The Void Dancer

Level	Attack	Fort	Ref	Will	Special	1 st	2nd	3rd	4th
1 st	+1	+0	+2	+2	Void Defence Oneness	1	--	--	--
2 nd	+2	+0	+3	+3	Embrace the Void Void Strike	2	0	--	--
3 rd	+3	+1	+3	+3	Bonus FEAT	2	1	--	--
4 th	+4	+1	+4	+4	Emptiness	3	2	0	--
5 th	+5	+1	+4	+4	True Oneness	3	2	1	--
6 th	+6	+2	+5	+5	Bonus FEAT	3	3	2	0
7 th	+7	+2	+5	+5	--	4	3	2	1
8 th	+8	+2	+6	+6	Void Dancing	4	3	3	2
9 th	+9	+3	+6	+6	Bonus FEAT	4	4	3	2
10 th	+10	+3	+7	+7	--	4	4	3	3

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FRAAL FAR SEER PRESTIGE CLASS: v1.0

Fraal Far Seers, are a hidden sect of powerful remote viewers, who through the use of specially carved and psychically sensitive stones called "Seer Stones", can see other places, people and even predict and see the future. Very few Fraal ever develop this discipline for it can take a heavy mental toll, but those who do are respected and listened too, for ignoring their warnings can meet certain doom for a Fraal Colonies nationship.

The Dragon Empire is unaware of the Far Seers to date, being able to predict the future has allowed them to avoid all encounters with trouble from Mezzenbone. Though needless to say rumours and stories of their existence do exist, and the Dragon Empire may one day decide to follow up on them, but until then the Far Seers are safe from discovery, and spend much of their time psychically searching the depths of space for the Fraal Homeworld.

Hit Die: d8

Requirements

To qualify to become a Fraal Far Seer, a character must fulfil all of the following criteria:

- **Species:** Fraal
- **Base Power points/day:** 15+ (Not including bonus points)
- **Feats:** Skill Focus (Remote View)
- **Skills:** Psicraft 8 ranks, Remote View 10 ranks.
- **Statistic:** Must have a Wis 14+

Class Skills

The Fraal Far Seers class skills (and the key ability for each skill) are Autohypnosis (Wis), Alchemy (Int), Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge-Psionic (Int), Psicraft (Int), Remote View (Int), Sense Motive (Wis), Stabilise Self (Con).

Skill Points at Each Level: 2 + Int modifier.

Class Features

- **Weapon and Armor Proficiency:** A Fraal Far Seer has no additional weapon or armor proficiencies, his mind is his weapon and his defence.

All the following are class features of the Fraal Far Seer prestige class:

- **Seers Runes (Su):** At 1st level, the Far is gifted some specially crafted Seers runes, it is by casting these that they can see the future, and focus their power to remote view, effectively this grants the Far Seer the *Remote View* talent (3rd) but only so long as they have the Seers Runes, they also provide a +4 competence bonus to any remote view checks using the runes.
- **See Future (Su):** All Far Seers gain a use of this ability at each of these levels in the Prestige 1st, 5th, 8th, & 10th. The power allows the Far Seer to use their precognitive powers to snatch glimpses of the future seconds ahead. In this way they can attempt or warn others to take actions that would change the future (for good or ill).





Effectively they can make any one rolls, be it theirs, their companions or an enemies be re-rolled, but they must abide by the re-roll be it a higher or lower result.

- **Prescient Sense (Su):** A Far Seer at this point has such pre-warning of things to come, that they can even avoid things they would otherwise not be able to, effectively any situation that would allow a reflex save for half, instead does no damage if a Far Seer saves, quarter if they fail, just like a monks evasion. Note however this works for a far seer regardless of the armor they are wearing.
- **Divination Enhancement (Su):** A Far Seer may his or her Far Seer levels to the Percentage (%) chance of a successful *Divination*, *Augury* or *Precognition*.
- **Foresight (Su):** The Far Seer's ability to foresee events is improved even further, granting them a +2 circumstance bonus to AC and Reflex saves, and the Far Seer may never be surprised or caught flat footed.
- **Mind's Eye (Sp):** A Far Seer can upto 2 times each day close their eyes and expand their awareness of their surrounding, allowing them to see things as they truly are in their minds as if by the *True Seeing* (5th) talent, but with no power point cost..

The Fraal Far Seer

Level	Attack	Fort	Ref	Will	Special	PP/Day	0	1	2	3
1 st	+0	+0	+0	+2	Seers Runes	+3	--	--	--	--
					See Future 1/Day					
2 nd	+1	+0	+0	+3	Prescient sense Divination enhn	+5	--	--	--	--
3 rd	+2	+1	+1	+3	Foresight	+5	--	--	--	--
4 th	+3	+1	+1	+4	--	+5	1	--	--	--
5 th	+3	+1	+1	+4	See Future 2/Day	+7	2	--	--	--
6 th	+4	+2	+2	+5	--	+7	2	1	--	--
7 th	+5	+2	+2	+5	Minds Eye	+7	2	2	--	--
8 th	+6	+2	+2	+6	See Future 3/Day	+9	2	2	1	--
9 th	+6	+3	+3	+6	--	+9	2	2	2	--
10 th	+7	+3	+3	+7	See Future 4/Day	+9	2	2	2	1

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MECHALUS ASSIMILATOR PRESTIGE CLASS:

The Mechalus Assimilators make up the renegade faction of Mechalus who have returned to their aggressive roots, where most Aleerins viewed their peoples eradication of another race as a heinous act, some believed it was only evolution asserting itself, believing that only the strong survive. These mechalus believe that flesh is weak and that they may only reach their evolutionary pinnacle by endeavouring to become more "machine-like". them into their Uni-mind, which is the collective consciousness of their entire faction.

They seek to further augment their cybernetic forms to this ultimate artificial goal. They believe that those who do not believe as they do only think that way due to a lack of understanding that is not in the lesser races capacity to grasp, as such they do not believe other races have the right to exist and have developed a means of assimilating. In general the Dragon Empire at large is unawares of this faction, to date they have only interacted in the outlands, building their numbers and strengths, assimilating whole "primitive" worlds.

Hit Die: d10

Requirements

To qualify to become a Mechalus Assimilator, a character must fulfill all of the following criteria:

- **Abilities:** Must have a Str of 16+
- **Base Combat bonus:** +5
- **Skills:** Use Device 8 ranks, Research 8 ranks, any Craft 5 ranks, any Knowledge 5 ranks
- **Special:** Must be a Mechalus
- **Alignment:** Any non good

Class Skills

The Mechalus Assimilator's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Disable Device (Int), Intimidate (Cha), Knowledge (Int), Profession (Wis), Search (Int), Speak Language (Int), Repair (Int), Research (Int), and Use Device (Int).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the Mechalus Assimilator prestige class:

- **Weapon and Armor Proficiency:** A Mechalus Assimilator is proficient with all high tech simple and martial weapons and all armors.
- **Uni-Mind(Ex):** The Assimilator is linked to a Group consciousness, like a Hive mind, all parts working together to service the whole, the Uni-mind links all Mechalus Assimilators together telepathically. As such they are always considered to be cooperating, granting them a +2 circumstance bonus to all skill checks, in combat this translates to a +2AC and +2 to attack rolls, but only so long as more than one assimilator is present).





- **Assimilation(Ex):** An Assimilator who can grapple an opponent, can choose instead of causing damage, to instead choose to inject the grappled target with Mechalus nano-virus that infects the victim rapidly, turning them into another mechalus, rewriting the victims genetic sequencing and removing all the targets original racial abilities and replacing them with those of a mechalus, the victim is loyal to the Uni-mind and becomes evil. The nano-virus requires the victim to make a Fortitude save (DC20), and has an incubation of 1d6 rounds, after that time the victim may only take partial actions suffering agonies as they are transformed they loses a point of Wis per round, when the victims Wis reaches zero they are fully transformed into a mechalus). A *Remove Curse* spell will destroy the virus's control over the victim restoring original alignment, and control to the individual, the physical change however is permanent, they can be cosmetically to appear as their original race, but genetically thereafter they will be a mechalus.
- **Fast Healing 2(Ex):** The nanites in the Mechalus assimilators body, also work to repair their now more artificial than biological forms, restoring 2 hp's per round to the Assimilator. This does not allow it to regrows or reattach lose organs or body parts.
- **Artificiality 1:** The mechalus assimilator takes the first step away from it's biological origins and one closer to a machine. At this point an Assimilator loses it's Con score, they no longer need to sleep, eat or drink and can work endlessly never getting tired. They do however lose the ability to heal damage naturally. If they did not have it before they also gain Darkvision 60 ft.
- **Ability Boost:** The first time a mechalus gains this they receive +2 Strength, +2 Natural armor, the second time they receive an additional +2 Strength, +4 Natural armor (cumulative with first bonuses).
- **Artificiality 2:** The mechalus assimilator at this stage becomes immune to all mind-influencing effects, poison, sleep, paralysis, stunning, disease, death effects and necromantic effects.
- **True Artificiality:** The mechalus assimilator at this point has completed it's transformation and it's type changes to Construct. At this point it is no longer subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. It is immune to any effect that requires a fortitude save, nor may it suffer death from massive damage. But may also not be raised or resurrected.

The Mechalus Assimilator

Level	Attack	Fort	Ref	Will	Special
1 st	+1	0	0	+2	Uni-Mind Assimilation
2 nd	+2	0	0	+3	Fast Healing 2 --
3 rd	+3	+1	+1	+3	--
4 th	+4	+1	+1	+4	Artificiality 1
5 th	+5	+1	+1	+4	Ability boost
6 th	+6	+2	+2	+5	Artificiality 2
7 th	+7	+2	+2	+5	--
8 th	+8	+2	+2	+6	Ability boost
9 th	+9	+3	+3	+6	--
10 th	+10	+3	+3	+7	True Artificiality

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SESHEYAN SHAMAN PRESTIGE CLASS:

Sesheyans have a long traditional belief in Mysticism and the Spirit world, over the millennia some have learned to develop the art of speaking to and calling forth the spirits of the ethereal plane, into the real world. Through these spirits they learn secrets long thought lost, have supernatural defenders to fight off their foes, and learn new lore..

The Sesheyan Shamanic tradition is one which is closely guarded by the race, they never share the knowledge of it's workings with those not of their species. And few if any in the Dragon Empire have ever seen the Shamans power in use, though those who do are never quite the same, having witnessed something beyond their ken.

Hit Die: d8

Requirements

To qualify to become a Sesheyan Shaman a character must fulfill all of the following criteria:

- **Abilities:** Must have a Wis 14+
- **Species:** Must be a Sesheyan
- **Skills:** Knowledge (Spirit Realms) 8 ranks, Diplomacy 4 ranks
- **Special:** This tradition is only ever passed on rarely, as such to become one, a Sesheyan must find and convince an old master to teach them.
- **Turning:** A character must be able to Turn/Rebuke Undead

Class Skills

The Shaman's class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Hide (Dex), Knowledge (all skills taken individually) (Int), Listen (Wis), Move Silently (Dex), Scry (Int), Sense Motive (Wis), Speak Language (Int), Wilderness lore (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the Shaman prestige class:

- **Weapon and Armor Proficiency:** A Sesheyan Shaman receives no additional weapon or armor proficiencies
- **Summon Spirits(Su):** The Shaman is a powerful summoner, but only calls the spirits of the Ethereal plane. Whenever a summon monster spell is cast the Shaman must apply the Spirit template to the creature summoned.
- **Call Spirit(Sp):** At 2nd level a Shaman, can call on spirits of the dead and question them, just as *Speak with Dead* the spell at the Shamans caster level, the Shaman must have some piece of the deceased, a bone or some such present to call their spirit forth, but any spirit called suffers a -4 to their Will save to resist the Shamans questions.
- **Bonus Feat - Augment Summoning:** The Shaman receives the Augment Summoning feat for free, this reflects their growing ability to summon more powerful spirits.





- **Bonus Metamagic Feat:** At 3rd, 5th and 8th the Shaman receives a bonus Metamagic feat.
- **Dream Walk(Sp):** The shaman gains the ability once per day to enter a meditative state and enter someone's dreams to convey a message or sending, just as the *Dream* spell as if cast by the shaman at caster level.
- **Spirit Travel (Su):** At 10th the Shaman may 1/week make an *Ethereal Jaunt* as per the spell of the same name, allowing them to enter the Spirit realm.
- **Spells:** Beginning at 1st level, a Sesheyan Shaman gains the ability to cast a small number of divine spells. The Shaman's ability to cast these spells works exactly like a Druid's ability to cast spells (they are Wisdom-based and require a period of meditation to obtain each day).

A Sesheyan Shaman, must pick their spells from the following list: -

1st level – *Alarm, Cause Fear, Chill Touch, Cure light wounds, Endure Elements, Entangle, Feather Fall, Obscuring mist, Summon monster 1, Sleep, Unseen Servant;*

2nd level – *Animal messenger, Delay poison, Detect Thoughts, Fog Cloud, Heat Metal, Hold animal, Lesser Restoration, Resist Elements, Speak with animals, See Invisibility, Summon Monster II, Summon swarm;*

3rd level – *Call lightning, Contagion, Cure Moderate Wounds, Diminish plants, Neutralise Poison, Nondetection, Plant Growth, Poison, Protection from Elements, Remove Disease, Speak with plants, Summon monster III;*

4th level – *Arcane Eye, Bestow Curse, Cure Serious Wounds, Dispel Magic, Hallucinatory Terrain, Quench, Reincarnate, Remove Curse, Scrying, Solid Fog, Stoneskin, Commune with nature, Bestow Curse;*

The Sesheyan Shaman

Level	Attack	Fort	Ref	Will	Special	1	2	3	4
1 st	+0	+2	+0	+2	Summon Spirits	0	--	--	--
					--				
2 nd	+1	+3	+0	+3	Call Spirit Augment summon	1	--	--	--
3 rd	+1	+3	+1	+3	Metamagic Feat	1	0	--	--
4 th	+2	+4	+1	+4	Dream Walk	1	1	--	--
5 th	+2	+4	+1	+4	Metamagic Feat	1	1	0	--
6 th	+3	+5	+2	+5	--	1	1	1	--
7 th	+3	+5	+2	+5	--	2	1	1	0
8 th	+4	+6	+2	+6	Metamagic Feat	2	1	1	1
9 th	+4	+6	+3	+6	--	2	2	1	1
10 th	+5	+7	+3	+7	Spirit Travel	2	2	2	1

Spirit Template.

Hit Dice goes up one dice (i.e d6 becomes d8)

Speed: As base creature

AC: remains the same, but any natural armor bonus applies only to ethereal creatures, they also gains a Deflection bonus equal to Wisdom bonus or +1 whichever is higher.

Attacks: all attacks of base creature, but physical attacks do not affect non ethereal creatures

Damage: As base +1d6 (Cold) damage, but cannot deal physical damage to non ethereal creatures

Special Attacks: Retains all those of the base creature, it also gains





Manifestation (su): All Spirits have this ability. As ethereal creatures, they cannot affect or be affected by anything in the material world. When they manifest, spirits become visible but remain incorporeal (see page 6 MM). However, a manifested spirit can strike with its touch attack or a "Ghost Touch" weapon. A manifested spirit remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal planes. When a spellcasting spirit is on the Ethereal plane, its spells cannot affect targets on the Material plane, but they work normally against ethereal targets. When a spellcasting spirit manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested spirit's touch spells don't work on material targets.

Special Qualities: As base creature plus

Incorporeal: Can be harmed only by incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Turn Resistance (Ex): A spirit has +4 turn resistance (see page 10 MM).

Immunities: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Saves: As base creature

Abilities: As base creature, except spirit has no CON score, and its Wisdom score increases by +4.

Skills: Spirits receive a +8 racial bonus to Hide, Knowledge (any), Spot and Search checks. Otherwise as base creature.

Feats: As base creature.

Challenge Rating: As base creature +1

Alignment: Any

Advancement: Same as base creature

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T'SA CRAFTER PRESTIGE CLASS:

T'sa as many know have an affinity for all things technical, and are commensurate tinkerers, spending as much time as they can studying and dismantling devices. T'sa crafters are the ultimate representation of this T'sa technical affinity and capability. A T'sa Crafter is capable of amazing feats of repair and design.

The T'sa crafter is something of a sought after individual in the Dragon Empire, their annoying cheerfulness and inability to stand still is tolerated, because their technical ability is unmatched. A T'sa crafter can expect never to be faced with a lack of work, if they make themselves available and known in their region.

Hit Die: d6

Requirements

To qualify to become a T'sa Crafter, a character must fulfill all of the following criteria:

- **Species:** Must be a T'sa
- **Skills:** Any Knowledge skill 8 ranks, any 2 Craft skills 5 ranks, Repair 10 ranks,
- **Abilities:** Must have an Int 14+,
- **Special:** Must seek an apprenticeship under an existing T'sa Crafter, must also possess the Jury Rig ability.

Class Skills

The T'sa Crafters class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Cryptography (Int), Demolitions (Int), Disable Device (Int), Freefall (Dex), Knowledge (any scientific or technical skills, taken individually) (Int), Open Lock (Dex), Pilot (Dex), Profession (Wis), Repair (Int), Research (Wis), Search (Int), and Use Device (Int).

Skill Points at Each Level: 8 + Int modifier.

Class Features

All the following are class features of the T'sa Crafter prestige class:

- **Weapon and Armor Proficiency:** A Crafter is proficient with all simple high tech weapons and light armor.
- **Jury Rig Mastery:** At 1st a T'sa receives a +4 bonus to Jury rig attempts, as such they receives the bonus to their Repair checks when performing these kinds of actions, and also for the purposes of Upgrading.
- **Mastery:** At 1st, and again later at 5th and 8th a T'sa receives this benefit providing the Skill focus feat free, which grants a +2 bonus to a single specific Craft or knowledge skill in this case, reflecting their mastery of construction and design techniques in that are.
- **Construct Mechanical Helper:** At 2nd level a T'sa crafter may construct a small mechanical helper for 5000 credits., which is construct built to aid repairs or the like, it is a kind of familiar and is thought linker by means of direct neural interface, and so can be directed by thought. As Crafter gains levels the helper improves to reflect





improvements made to it as the Crafter is continually tinkering with it in his spare time. It can receive Greater INT, more hit die, additional AC, Alertness, Aid master, programming level increase, and EMP Pulse. Note these helpers tend to develop artificial personalities similar to their masters, they are a form of robotic A.I

Level	Bonus HD	Int	AC	Special
1 st – 2 nd	+1	13	+2	Thought-link, Aid master, Alertness
3 rd – 4 th	+2	14	+4	Programming level 3
5 th – 6 th	+4	15	+6	Programming level 5
7 th – 8 th	+6	16	+8	Programming level 7
9 th – 10 th	+8	17	+10	Programming level 9, EMP Pulse

A helper when first constructed is exactly as a Tiny Robot, with Expert level 1 programming, hoverlift capability and manipulators. As per SFHB pg 116 Robot Design. A helper can be physically modified just as any robot can. But some developments in it's evolution it only receives due to the constant tinkering of it's crafter master gaining the following benefits. **Thought-link:** A helper is linked to it's master by direct neural interface, this allows the helper to receive mental directions from the T'sa upto 360 feet away, any further and some other means of communication must be used. **Aid Master:** A Helper is intuitively designed to help it's Crafter in their activities as such any Craft, Profession, Use Device, Knowledge, Disable Device, Open Lock and Repair is made with a +2 competence bonus if the Helper is present, without needing to make a DC10 roll first (as per cooperation rule in PHB). **Alertness:** So long as a helper is within 5 feet of it's Crafter, he/she receives bonuses to Spot and Listen as if they had the Alertness feat. **Programming level 3,5,7 & 9:** At each of these points the helper's programming becomes more sophisticated, acting as if it was an Expert of the equivalent level. **EMP Pulse:** At this point the Helper is installed with a short range EMP pulse, it is capable of projecting the pulse upto 10 feet away in a radius around itself, any robotic foe in that are must make a Fort save (DC20) or be rendered inactive for 1d6 rounds, while their systems resets and reboot, this pulse is very draining and the helper may only attempt it once per day. **Hit Die:** A Helper gains additional Hit die, as the crafter increases level, to reflect the improvements made on it's structure, these hit dice become the new rating they are not cumulative (i.e +1 at 1st to 2nd becomes +2 at 3rd to 4th not +3). **Intelligence:** A helper gains intelligence as a Crafters level increases, learning and ingesting everything it sees, hears and experiences. **Armor Class:** A helper gains a bonus to natural armor as a crafters level increases to reflect the improvements made to it's structures ability to deflect and absorb damage, not the bonus becomes the new rating, it does NOT stack with the previous. (i.e +2 becomes +4 at 3rd to 4th not +6).

- **Machine Intuition:** At 2nd A T'sa has an instinctual way with machines as such they can usually work out how strange or alien devices, ships, robots and so forth work. If they make a Use Device check (DC15) they can determine an items basic function (i.e weapon, armor, medical device, transportation, communication etc..) and for another roll (DC 25) they can learn one function of the device, or piece of relevant info, such as Speed, armament, range, damage type etc..... from only a few seconds of study, and this is done without any risk to the T'sa. A T'sa crafter may attempt this 1/day for every 3 Crafter levels (2/day at 6th , 3/day at 9th).
- **Build Personal Shield:** At 3rd a Crafter can for 2000 cr build a personal shield. Which consists of a pair of wrist & elbow bracers and a belt, linked by power cables together to the sides of the T'sa's neck, powered by the T'sa's own bio-electrical current, the personal shield provides a +4 Deflection bonus to AC. No roll is required to build this as it is a secret shared with all T'sa crafters, but is not shared with anyone else, even other T'sa.



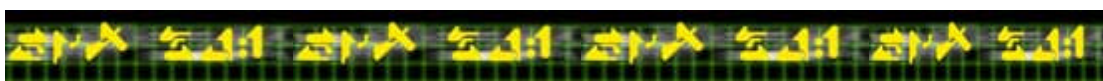


- **Strengthen Design:** At 6th level a T'sa can with some time and resources (10% relevant objects market price) strengthen the object, making it far tougher and less susceptible to damage. This effectively adds 1 point to the items Hardness for every 2 of the T'sa Crafters Total levels. (so a 10th level mechanist, 6rd level Crafter would add 8 points to an items Hardness). The amount of time this takes varies from a few hours for a small item or weapon, to a day or two for a suit of armor, a week or more for a vehicle, or a number of months for a spacecraft.
- **Legendary Upgrades:** At 10th a T'sa is able to upgrade a step beyond the mechanists Masterful upgrade ability to legendary. The method to make the upgrade to this level works just like normal, requiring a Repair check, if successful the Crafter may give the thing in question a *Legendary* upgrade. Providing a +6 bonus to attack roll, ability checks, skill checks. Provide +6 to Armor, or increase a starships shields bonus by +6. It could increase a robots speed by 30, a vehicle's acceleration or deceleration by 6, and its top speed by 14. The DC of the repair check is 40, and a legendary upgrade costs the Crafter 35% of the devices market price in materials and parts. Unlike a mechanists upgrades though a crafters knowledge is unmatched, and can suffer no malfunction from criticals or fumbles.

The T'sa Crafter

Level	Attack	Fort	Ref	Will	Special
1 st	+0	+0	+0	+2	Jury Rig Mastery <i>Mastery</i>
2 nd	+1	+0	+0	+3	Construct Mech helper Machine Intuition
3 rd	+1	+1	+1	+3	Build Personal Shield
4 th	+2	+1	+1	+4	--
5 th	+2	+1	+1	+4	<i>Mastery</i>
6 th	+3	+2	+2	+5	Strengthen Design
7 th	+3	+2	+2	+5	--
8 th	+4	+2	+2	+6	<i>Mastery</i>
9 th	+4	+3	+3	+6	--
10 th	+5	+3	+3	+7	Legendary Upgrades

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WEREN BATTLE RAGER PRESTIGE CLASS:

Weren Battle Ragers, are members of an elite group of Weren Warriors, who embrace their anger, and channel it like no other. Where combat is concerned the released fury of a Battle Rager is a terrifying sight to behold, causing enemies to flee in abject terror. They believe only in combat, and have no interest in mundane concerns, or talk, their lot in life is one of action and prowess. They do however have a very strict code of honour and respect.

The Weren Battle Rager, is another reason why the Dragon Empire has befriended as opposed to attempted to Enslave the Weren people. The unmatched fury of a Battle Rager, was deemed to be a valuable asset, if used on the Dragons behalf, used against them, it could be an implement of their demise.

Hit Die: d12

Requirements

To qualify to become a Weren Battle Rager a character must fulfill all of the following criteria:

- **Feats:** Endurance, Toughness, Power Strike
- **Skills:** Intimidate 6 ranks
- **Species:** Weren.
- **Base Attack Bonus:** +8
- **Special:** Must possess the ability to Rage

Class Skills

The Weren Battle Rager's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Spot (Wis), Tumble (Dex), and Wilderness Lore (Wis)

Skill Points at Each Level: 3 + Int modifier.

Class Features

All the following are class features of the Battle Rager prestige class:

- **Weapon and Armor Proficiency:** A Weren Battle Rager is proficient with all simple weapons and martial weapons, including black powder weapons, light armor and medium armor.
- **Blood Rage:** The Weren Battle Rager, is capable of inciting themselves to such heights of Rage that they are unmatched in ferocity by any other known species. A Weren in such a state receives +8 to their Strength, +8 Constitution, +4 Hit Points per level due to the Con increase, they receive +4 bonus to Will saves, but suffer a -2 penalty to AC. A Blood rage lasts for 6 + the newly modified Con modifier in rounds, after which time the Weren is -4 Dex and Str, and cannot run for the remainder of that encounter. A Weren in a Blood rage does not become unconscious at 0 Hit points, and can keep fighting until -10 at which point they simply drop dead. A Weren on negative Hit points when the rage wears off will collapse and likely die quickly unless they are healed fast. The number of times a weren can enter a Blood rage increases as his Battle Rager levels increase to 2/Day at 4th and 3/Day at 8th. These Blood Rages are in addition to any normal rages the Were may be capable of.





- **Fearsome:** the Weren Battle Rager is feared and Respected throughout their territory, and also because they are very intimidating individuals, the way they carry themselves, speak, and even look at people is all trained at encouraging submissive behaviour in others, and any who try to meet them eye to eye, had better be able to back up their bravery with actions. A Weren battle Rager, receives a +4 Competence bonus to all Intimidation rolls
- **Bestial Roar:** A Weren Battle Rager develops the ability to Embrace the beast within in more than one way, they learn to Expel their anger in an almighty roar at their opponents, all of whom within 30ft radius must make a Will save (DC11+ weren's Str modifier) or become frightened, suffering -2 morale penalty to attack rolls damage rolls, and saving throws against the weren. If those affected can flee the weren they will, moving as fast as possible away from the weren for 1d4 rounds, though if unable to flee they will fight. This has no affect on anyone with more than 6 hit dice. A Weren may must their aggression in this form 1/Day at 3rd and 2/day at 6th.
- **Great Fortitude:** At this point a Weren learns how better to cope with their rages, and no longer suffer fatigue after a rage.
- **Unrelenting:** A Weren who attains great experience in Battle Raging, is no doubt one who has survived countless frays, dire wounds, and bears many scars. A weren of this sort is a biological machine of destruction, and all but impossible to stop. A such any time a Weren suffers Massive damage (50 pts of more in a single blow) they need not make a Fortitude save to avoid dying, they are instead better able to cope with such massive wounds, and continue regardless. They also receive a +2 bonus to saves to avoid Death effects.

The Weren Battle Rager

Level	Attack	Fort	Ref	Will	Special
1 st	+1	+2	+0	+0	Blood Rage 1/Day Fearsome
2 nd	+2	+3	+0	+0	--
3 rd	+3	+3	+1	+1	Bestial Roar 1/Day
4 th	+4	+4	+1	+1	Blood Rage 2/Day
5 th	+5	+4	+1	+1	Great Fortitude
6 th	+6	+5	+2	+2	Bestial Roar 2/Day
7 th	+7	+5	+2	+2	--
8 th	+8	+6	+2	+2	Blood Rage 3/Day
9 th	+9	+6	+3	+3	--
10 th	+10	+7	+3	+3	Unrelenting

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MASTER OF THE MONOFILAMENT WHIP PRESTIGE CLASS:

The master of the Monofilament whip is a combatant specialising in the use of the very dangerous and extremely lethal monofilament whip. they usually have a sinister aura about them, and are never completely sane... as noone who would use such a weapon can be. Along with their use of the Whip they are somewhat trained in subterfuge. Fighters are best equipped to be become Masters of the Monowhip, although some rogues, rangers and even barbarians can make excellent if somewhat rare members of this class too.

Hit Die: d10

Requirements

To qualify to become a Master of the Monofilament Whip (Mwp), a character must fulfil all of the following criteria:

- **Feats:** Exotic weapon proficiency (Monofilament Whip), Expertise, Zero G Tolerance, Weapon focus (Monofilament Whip), Weapon specialisation (Monofilament whip).
- **Skills:** Freefall 6 ranks, Use Device 4 ranks, Intimidate 4 ranks.
- **Alignment:** Any non-good

Class Skills

The Master of the Monowhips class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Escape Artist (Dex), Freefall (Dex), Hide (Dex), Intimidate (Cha), Disable Device (Int), Use Device (Int), Jump (Dex), Spot (Wis), Move Silently (Dex).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the Harper prestige class:

- **Weapon and Armor Proficiency:** The Master of the monowhip gains no additional weapon or armor proficiencies.
- **Scare:** By wielding the Monofilament whip and cracking it over and around them as a standard action, the master can induce *Fear* in a creature as the spell of the same name, using his class level as the caster level. This is usable once per day... any more and they could get hurt!
- **Zero-G Fighting:** If a Master is in Zero Gravity, he suffers no penalties to attacks and foes can gain no bonus to attack him because of the environment either. Masters of the Monowhip actually gains a +2 dodge bonus to Ac in Zero gravity.
- **Superior Weapon Focus:** Stacking on top of any existing weapon focus ability grants a master of chains an additional +1 to attack rolls with the Mono whip.
- **Severing Strike:** On a successful critical hit with a monofilament whip against a target, the master severs a random limb from the opponent as follows; (roll d10 on a 1=head, 2-6 body, 7-8 Arm, 9-10 leg), this is an extraordinary ability.





- **Aura of Defence:** At 5th level a master of the mono whip can whirls the mono whip about them in such a way as to make foes more reluctant to get close to them, effectively providing him with a +5 dodge bonus to AC.
- **Double Strike:** At 5th level the master can use the mono whip in a whiplash fashion striking on target before whipping back or around to hit another, for all intents and purposes this means the Mono whip now works as a double weapon, with all associated penalties.
- **Precision Strike:** At 6th level a master of the mono whip learns how to more accurately strike a target with this lethal weapon causing +1d6 points of damage with it.
- **Safe Use:** At 6th level the Master of the monowhip no longer faces personal dismemberments on a natural roll of 1.
- **Superior Weapon Specialisation:** Stacking on top of any existing weapon specialisation bonus, this adds an additional +2 to all damage rolls made with a monofilament whip.
- **Superior Precision Strike:** At 8th level the Master of the monofilament whip has learned how to cause grievous wounds to his enemy with every strike. At this point he can strike an enemy with the monofilament whip and have it affect them as if it had the *wounding* property as listed in the DMG, causing them to bleed uncontrollably.
- **Deadly Strike:** At 9th level the Master gais the Improved Critical feat, making it far more likely they will take an opponent piece by piece.
- **Monowhip Mastery:** As a supernatural ability, the master of the monowhip can animate it as the *dancing* magical property as listed in the DMG. the master can use this ability 3/Day.

The Master of the Monofilament Whip

Level	Attack	Fort	Ref	Will	Special
1 st	+1	+0	+2	+0	Scare
2 nd	+2	+0	+3	+0	Zero G Fighting
3 rd	+3	+1	+3	+1	Superior Weapon Focus
4 th	+4	+1	+4	+1	Severing Strike
5 th	+5	+1	+4	+1	Aura of Defence, Double Strike
6 th	+6	+2	+5	+2	Precision Strike, Safe Use
7 th	+7	+2	+5	+2	Superior Weapon Specialisation
8 th	+8	+2	+6	+2	Superior Precision Strike
9 th	+9	+3	+6	+3	Deadly Strike
10 th	+10	+3	+7	+3	Monowhip Mastery

Monofilament Whips

These frightening weapons consist of a small metal handle, which contains a maxicell, at the press of a button the monofilament wire is fired forward out to a range of six feet, this thin razor sharp wire in itself is very deadly, but at the touch of the power button the monofilament wire becomes energised and glows an eerie red, and emits quite a bit of heat. While in this charged state the monofilament whip can cut through almost anything, bone, flesh, steel, ship hulls, doors... practically anything in seconds... aboard space vessels this weapons is very dangerous and as risky to the user as the users enemies as a miss-strike could depressurise the hull, kill an ally, cause a walkway to collapse, sever power cables...or any number of potentially dire consequence. This weapon has been outlawed on many worlds and is only used by Assassins, psychopaths and the like.... of course since Mezzenbone has been in power it has slowly begun to resurface in greater numbers.





- * Monofilament Whips ignore an Armor or natural bonus to a targets AC, so long as powered.
- ** Monofilament whips when used against objects ignore the Hardness value, just doing damage straight to the hit points, only as long as the whip is powered.
- *** a Maxi cell will provide enough power for 10 continuous rounds of activation, before being depleted.

Cost: N/A (subject to availability)

Damage: 1d10 (un-powered) 3d10 (powered)

Critical: x3

Range: --

Weight: 3 lb

Type: slashing (un-powered), Fire (powered)

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STAR RANGER PRESTIGE CLASS:

Star Rangers are members of a secret society dedicated to holding back the evil of the Asamet, preserving knowledge, and maintaining the balance between civilisation and the chaos. Star Rangers learn arcane spells and many skills to help them in their duties of espionage, stealth, and reporting information.

Many Star Rangers can be from almost any walk of life, wherever there is a need, they appear, although rogue, sorcerer, and wizard are common vocations for Star Rangers, as these classes tend to have versatility and mobility. All have some skill at manipulating others, a resistance to outside mental influences, acute abilities of perception, and a talent for solving problems.

Not all Star Rangers are members of the Star Ranger prestige class, and rank within the organisation does not depend on a character's level in this or any other class. However most of the higher-ranked Star Rangers have at least one level in the Star Ranger prestige class.

(Reworked version of Harper Scout for Dragonstar use)

Hit Die: d6

Requirements

To qualify to become a Star Ranger (STr), a character must fulfil all of the following criteria:

- **Alignment:** Any nonevil
- **Skills:** Bluff 4 ranks, Diplomacy 4 ranks, Gather information 5 ranks, Knowledge (planetary) 4 ranks, Freefall 4 ranks, Sense Motive 2 ranks, Wilderness Lore 2 ranks.
- **Feats:** Alertness, Weapon focus (Assault Blaster)
- **Special:** Sponsorship by a member of the Star Rangers, approval of the Star Council.

Class Skills

The Star Ranger's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Freefall (Dex), Gather Information (Cha), Hide (Dex), Knowledge (all skills taken individually) (Int), Listen (Wis), Move Silently (Dex), Navigate (Int), Pick Pocket (Dex), Pilot (Dex), Profession (Wis), Sense Motive (Wis), Speak Language (Int), Urban Lore (Wis), Use Device (Int) and Wilderness Lore (Wis)..

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the Star Ranger prestige class:

- **Weapon and Armor Proficiency:** A Star Ranger is proficient with all high tech simple and Martial weapons and all high tech armours on the proficiency front.
- **Skill Focus:** The Star Ranger gains the Skill Focus feat in Bluff skill and any one other Star Ranger class skill.





- **Star Ranger Knowledge:** Like a bard, a Star Ranger has a knack for picking up odds and ends of knowledge. This ability works exactly like the bardic knowledge ability of the bard class. If a Star Ranger has bard levels, her Star Ranger levels and bard levels stack for this ability.
- **Favoured Enemy:** A Star Ranger selects a favoured enemy from the following list of evil organizations that oppose the Star Rangers' goals: Chromatic Dragons, Dragon Kin, Kobolds, Half Dragons, the Drow, or Any Blackguard order. This ability works exactly like the favoured enemy ability of the ranger class. If a Star Ranger with ranger levels chooses a favoured enemy, which she already has chosen as a ranger, the bonuses stack. Upon reaching 4th level as a Star Ranger, the bonus against her first favoured enemy increases to +2, and she gains a new favoured enemy at +1.
- **The Fathers Gaze:** Once per day, the Star Ranger can add a +2 luck bonus to a single saving throw. This bonus can be added after the die is rolled and after success or failure of the unmodified roll is determined. This is a supernatural ability.
- **The Tricksters Guile:** The Star Ranger gains a +2 holy bonus to saving throws against glyphs, runes, and symbols. This is a supernatural ability.
- **The Mothers Heart:** The Star Ranger gains a +2 holy bonus to saving throws against compulsion and fear effects. This is a supernatural ability.
- **Spells:** Beginning at 1st level, a Star Ranger gains the ability to cast a small number of arcane spells. The Star Ranger's ability to cast these spells works exactly like a bard's ability to cast spells (they are Charisma-based and do not need to be prepared).
- **Craft Star Ranger Blaster:** A specialized form of the Craft Arms & Armour feat, this allows the Star Ranger to create magic Assault Blasters that is the weapon of choice for Star Rangers. This ability replaces the need for any other item creation feat for the item. The Star Ranger's casting level for these items is her Star Ranger level plus all other caster levels from her other spellcasting classes. All of the normal requirements for an item (such as race or spells) remain the same. All other rules for creating magic weapons apply.

The Star Ranger

Level	Attack	Fort	Ref	Will	Special	1st	2nd	3rd
1 st	+0	+0	+2	+2	Star Ranger Knowledge, 1st Favoured enemy	0	--	--
2 nd	+1	+0	+3	+3	The Fathers Eye, Skill focus	1	--	--
3 rd	+2	+1	+3	+3	The Tricksters Smile	1	0	--
4 th	+3	+1	+4	+4	Mothers Heart, 2nd Favoured enemy	1	1	--
5 th	+3	+1	+4	+4	Craft Star Ranger Emblem	1	1	0

STAR RANGERS SPELL LIST

1st level – *Change self, Charm person, Comprehend languages, Endure Elements, Feather fall, Jump, Light, Message, Read Magic, Shocking Grasp, Sleep, Spider Climb.*

2nd level – *Cat's grace, Darkvision, Detect Surveillance, Detect thoughts, Electric Scry, Eagle's splendour, Invisibility, Knock, Locate object, Misdirection, Power Down, See invisibility,*

3rd level – *Clairaudience/Clairvoyance, Nondetection, Suggestion, Tongues, Undetectable Alignment.*

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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 1st, 2/Day at 4th, 3/Day at 6th, 4/Day at 8th. 5/Day at 10th. 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





- **1st 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).
- **2nd 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.
- **3rd 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).
- **4th 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).
- **5th 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 st	+0	+0	+0	+2	1 st Stage navigator, Fold Space 1/Day
2 nd	+1	+0	+0	+3	--
3 rd	+1	+1	+1	+3	--
4 th	+2	+1	+1	+4	2 nd Stage Navigator, Fold Space 2/Day
5 th	+2	+1	+1	+4	--
6 th	+3	+2	+2	+5	3 rd Stage Navigator, Fold Space 3/Day
7 th	+3	+2	+2	+5	--
8 th	+4	+2	+2	+6	4 th Stage Navigator, Fold Space 4/Day
9 th	+4	+3	+3	+6	--
10 th	+5	+3	+3	+7	5 th Stage Navigator, Fold Space 5/Day

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FIELD MEDIC PRESTIGE CLASS:

Field Medics are those skilled individuals who bring help and medicine to the field, they can operate in almost any situation or environment and can work with minimal tools and facilities. They learn to give care as best they can, when they can and never refuse a call for help, even from an enemy.

Most Field Medics are Priests, but by no means all. All Field Medics tend to be compassionate people who care about others. They often risk their own lives in order to reach a fallen comrade and provide enough care to get them roused and able to limp back to safety.

Hit Die: d8

Requirements

To qualify to become a Field Medic, a character must fulfil all of the following criteria:

- **Feats:** Skill focus (Heal), Skill focus (Knowledge – Biology).
- **Skills:** Heal 8 ranks, Profession – Physician 6 ranks, Knowledge – Biology 4 ranks, Knowledge – Chemistry 4 ranks.
- **Special:** Must agree to swear and abide by the Hippocratic Oath.

Class Skills

The Field Medic's class skills (and the key ability for each skill) are Alchemy (Int), Craft – Pharmaceuticals (Int), Diplomacy (Cha), Heal (Wis), Knowledge – Biology (Int), Knowledge – Chemistry (Int), Listen (Wis), Profession – Physician (Wis), Sense Motive (Wis), Speak Language, Spot (Wis), Research (Wis), and Use Device (Int).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the Field Medic prestige class:

- **Weapon and Armor Proficiency:** A Field is proficient with all high tech simple and martial weapons and light armor.
- **Hippocratic Oath:** all Medics swear to stick to and uphold Hippocratic Oath, they swear never to do harm to another except in the defence of others (even then most prefer subdual or stunning weapons), and more importantly they swear to never refuse treatment to a person regardless of race, religion or alignment. Should any field Medic break these tents they instantly lose all benefits of this prestige class.
- **Diagnose:** The Field Medic gains a +5 competence bonus on all Knowledge or Heal rolls for the purposes of identifying and diagnosing an illness, disease, poison or virus.
- **Competency:** A Field Medic becomes far more efficient in his duties the more time he spends performing them, as such each time a Field Medic gains Competency the DC's for all Heal check rolls (e.g. First Aid, Long term care, Treat Poison, Treat Disease etc) all go down by the relevant amount. At 2nd level the Field Medics DC's go down by +1, then +2 at 4th, +3 at 6th, +4 at 8th, and finally +5 at 10th.
- **Personal Care:** Any Field medic who is personally attending a patient under their care allows them not only stabilise patients via *First Aid* but allow them to regain 1d3





hit points, and also with *Long Term Care* to heal 3 hit points per level for each day or light activity or 4 hit points per level per day of complete rest. They can also tend upto 8 patients not six.

- **Make Do:** The Field Medics are often found in situations where little or no supplies are available for their needs, so they learn to Make do and use what they have sparingly, a Field medic wastes nothing, the net effect of this ability is that all Medkits in a Field Medic's hands are good for 10 treatments instead of 5 before being used up and needing replacing.
- **Anaesthetise (Sp):** The Field Medic's are slightly touched by the powers of Magic, such that at 3rd level they can on a touch attack place a subject into a deep and peaceful sleep. This functions as *Sleep* spell except that the Hit Dice affected in each use cannot exceed the Field Medics total combined level.
- **Make Conscious:** A field Medic often finds that providing Field care often requires them to be able to get the patient up and moving even if only marginally in order to get them out of the field and thus away from further possible harm. As such they can rouse just about anyone from unconsciousness (0 to -9 hit Points) to do this they need to make a Heal Check DC20 +1 per point of damage below zero. If the check succeeds the subject is roused and can move at quarter movement rate. This can only be used once per patient in any 8 hour period.
- **Saving Grace:** A Field Medic although not actual capable of miracles can becomes so proficient at providing the correct life saving treatment for a situation when needed that he can even attempt to bring back and stabilise those who are normally dead (-10 hit points or worse) providing he can reach them in time. At 8th level is a Field Medic can reach a patient upto 1 round after he has died he can make a Heal check DC25+1 per point of damage below -10, if the check succeeds the patient is revived and stabilised back at -9 hit points. At 10th level the Field Medic can do the same but on people who have been dead for upto 2 rounds.

The Field Medic

Level	Attack	Fort	Ref	Will	Special
1 st	+0	+2	+0	+2	Hippocratic Oath, Diagnose
2 nd	+1	+3	+0	+3	Competency +1, Personal Care
3 rd	+1	+3	+1	+3	Make Do, <i>Anaesthetise 1/Day</i>
4 th	+2	+4	+1	+4	Competency +2
5 th	+2	+4	+1	+4	Make Conscious
6 th	+3	+5	+2	+5	Competency +3, <i>Anaesthetise 2/Day</i>
7 th	+3	+5	+2	+5	--
8 th	+4	+6	+2	+6	Competency +4, Saving Grace 1
9 th	+4	+6	+3	+6	<i>Anaesthetise 3/Day</i>
10 th	+5	+7	+3	+7	Competency +5, Saving Grace 2

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ISPD OPERATIVE PRESTIGE CLASS:

ISPD Operatives are servants of the Empire's Imperial Special Police Directorate and are responsible for ferreting out traitors and enemies of the Empire. They often spend much time under cover infiltrating enemy factions in order to bring about their destruction. Unlike the ISPD of old under other emperors the ISPD under Mezzenbone's rule is almost entirely made up of Drow who take great pleasure in their positions and the power it brings them.

ISPD Operatives are quite often Rogues or Warriors sometimes however Sorcerers or Priests branch out into the ISPD, though non drow have ceased trying to join, and those who were members previously have slowly been sent on one way missions or removed in the field by friendly fire. The ISPD are known and feared everywhere in the Empire.

Hit Die: d6

Requirements

To qualify to become an ISPD Operative, a character must fulfil all of the following criteria:

- **Feats:** Alertness, Iron Will, Track
- **Skills:** Bluff 6 ranks, Intimidate 6 ranks, Gather Information 4 ranks, Search 4 ranks.
- **Special:** Sponsorship by a member of the ISPD, Must be a Drow.
- **Alignment:** Any nongood

Class Skills

The ISPD Operative's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Climb (Str), Cryptography (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Freefall (Dex), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Navigate (Int), Open Lock (Dex), Pick Pocket (Dex), Pilot (Dex), Read Lips (Wis), Search (Int), Sense Motive (Wis), Speak Language (Int), Spot (Wis), 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 ISPD Operative prestige class:

- **Weapon and Armor Proficiency:** A ISPD Operative is proficient with all High tech simple and Martial weapons and light armor.
- **Misdirection Implant:** All ISPD Operatives upon initiation are implanted with the *Misdirection* Spellware implant (As spell), this costs the operative no Experience and no credits it is provides by the Imperial Special Police Directorate (ISPD).
- **Influence:** All ISPD Operatives are effectively the law, what they say goes, they can order searches of peoples homes and businesses on a whim, confiscate goods and properties, hold sway over local governments and security forces such as a police force, they can arrest anyone on the spot without reason, all they needs is suspicion, they can levy fines and even order executions. The ISPD Operatives answer only to their Superiors in the Directorate. Their influence does not however extend to the Nobles, Half Dragons or Dragons themselves and should they wish to follow up enquiries with these they must be certain evidence and facts warrant such actions.





When people see an Operative in their Silver Trimmed Black uniforms marked by the symbol of the Spider Goddess they tend to hang their heads and make themselves scarce.

- **Through the Facade:** An ISPD Operative gains a +5 competence bonus to Sense motive rolls for sensing if someone is lying, and also to Search rolls for the purposes of finding clues to a case or crime.
- **Contacts:** The Operative tends to have associates and contacts throughout his sphere of influence. Each time the ISPD Operative gains a contact the GM should develop a supporting character to represent the contact. The Player can suggest the type of contact his character wants to gain.
- **Uncanny Dodge:** The ISPD Operative at 3rd level gains the extraordinary ability to react to danger before his senses would normally allow him to do so, allowing him to retain Dexterity bonus to Ac if caught flat footed or attacked by an invisible assailant. At 6th level the Operative can no longer be flanked and can react to opponents on opposite sides as easily as he can react to a single opponent.
- **Thousand Faces:** The Operative receives the *Doppelganger* Spellware Implant from the Directorate in order to aid there under cover missions and ability to blend into the urban landscape. The Operative does not pay any Experience or Credits costs for this implant as it is provided by the Directorate.
- **Telepath Implant:** At 7th level the ISPD Agent receives the *Telepath* Spellware implant, this is given in order to aid investigations and communication between under cover operatives, as well as to maintain the "Thought Police" side of the ISPD's objectives. This implant also allows for the selective programming of witnesses and the ability to create "Patsies" where needed, as the Directorate requires.
- **Aura of Confidence (Su):** An ISPD Operative of 10th level is so feared and respected within the Empire and so well known that his or her mere presence is enough to make people cower and uneasy. The ISPD Operative is surrounded by an aura which makes them immune to Fear (magical or otherwise) and causes all enemies within sight to suffer a -2 penalty on all saves versus Fear.

The ISPD Operative

Level	Attack	Fort	Ref	Will	Special
1 st	+0	+0	+2	+2	<i>Misdirection Implant</i> , Influence
2 nd	+1	+0	+3	+3	Through the Façade
3 rd	+2	+1	+3	+3	Contact, Uncanny Dodge (Dex bonus)
4 th	+3	+1	+4	+4	--
5 th	+3	+1	+4	+4	<i>Thousand Faces</i>
6 th	+4	+2	+5	+5	Contact, Uncanny Dodge (Can't be Flanked)
7 th	+5	+2	+5	+5	<i>Telepath Implant</i>
8 th	+6	+2	+6	+6	--
9 th	+6	+3	+6	+6	Contact
10 th	+7	+3	+7	+7	Aura of Confidence

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