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THEMES: THE OUTLAW CREW

Life along the frontier attracts more than its share of adventurers and scoundrels. Living and working beyond the boundaries of the core systems, a ship's crew often finds itself isolated from the comforts and security of society. Alone, cut off from outside help, these foolhardy souls rely on one another for survival. Over time, any crew worth its name starts to resemble a family—a dysfunctional one, but a family nonetheless.

Here are five new character themes for the Starfinder roleplaying game. These themes center around the concept of a starship crew exploring the edges of known space.

CAPTAIN +1 CHARISMA

Most poor fools waste their lives in dull, meaningless routine. They never become captains of their destinies. You, however, made the right choice long ago, literally becoming captain. Your ship means everything—you belong to her and her to you. Whether smuggling goods through a blockade, salvaging derelicts in space, or eluding pirates, nothing happens on board her without your knowledge. You know every corner, every noise, and every imperfection. Other people look upon her and see a rust heap, but to you, this is home.

THEME KNOWLEDGE (1ST)

You belong to a select group of individuals: starship captains. You know many captains of many starships,



Written by Mark A Hart

some as friends, some as contacts, and others as enemies. You know how they think and how they operate. Reduce by 5 the DC of Culture and Profession checks to identify a spaceship on sight, and to recall her captain and who that captain works for. Choose either Engineering or Piloting to become a class skill. If both are class skills from a class you take at 1st level, instead choose one to receive a +1 bonus to checks with that skill. You also gain a +1 ability adjustment to Charisma at character creation.

MASTER & COMMANDER (5TH)

Whether allies or rivals, ship captains stick together whenever possible. When you need a favor from another captain, you gain a +2 bonus to Diplomacy and Sense Motive skill checks interacting with them. In addition, treat the other captain's initial attitude as one level better for making Diplomacy checks. In return, you owe that captain a favor at a future time; count on them cashing in those favors.

NEVER TELL ME THE ODDS (12TH)

In starship combat when you take the demand, encourage, or taunt action on your turn, you gain a +2 competence bonus on any Charisma-based skill check. Also, if you take the moving speech action and succeed at the Diplomacy check by 5 or more points, you do not expend a Resolve Point in order for your crew to gain the benefit.

MASTER CAPTAIN (18TH)

You live for danger—it exhilarates and inspires you. Whenever you participate in starship combat or pilot your ship through a space-borne hazard (such as a meteor field or plasma storm), you recover 1 Resolve Point. This doesn't count as resting to regain Stamina Points.

COMPANION +1 CHA

No matter how far technology advances, nothing beats face-to-face communication. Thanks to your training and an innate appreciation for what makes other creatures tick, you understand how people think, what they want, and most importantly, how to give it to them. Your talents and connections make you a valued addition to any crew. With someone like you on board, your shipmates have access to connections, information, and supplies that might otherwise be out of their reach.

THEME KNOWLEDGE (1ST)

You've made a study of how other creatures think, act, and react to different situations. When you have at least 1 minute in which to communicate with another creature new to you,

reduce by 5 the DC of the first Bluff, Diplomacy, or Sense Motive check you make. One of these three skills is a class skill for you. If it is a class skill from your 1st-level class choice, you instead gain a +1 bonus to one of these skills. In addition, you gain an ability adjustment of +1 to Charisma during character creation.

SOUGHT AFTER (5TH)

Although you do not seek fame or recognition, once someone meets you, they invariably realize the value of your skills and knowledge and treat you accordingly. If you have at least one hour in which to speak to them, you receive a +2 bonus on Diplomacy and Sense Motive checks when dealing with nobility, bureaucrats, and wealthy individuals. In addition, when dealing with such a person, their initial attitude improves by one step.

FRIENDS IN HIGH PLACES (12TH)

Your combination of skills, talents, and your body of knowledge helps open doors and cuts red tape in record time. If you need to locate a person with specialized knowledge or skills (such as a mechanic or a doctor), you can gain access to such a person in 1d6 hours. Likewise, once per day when dealing with nobility or the wealthy, you can reroll one Charisma-based skill check, taking the higher of the two results.

MASTER COMPANION (18TH)

You have gained legendary renown for your wit, charm, and intellect. People seek you out for the chance to hear your voice or be seen with you. If you spend 10 minutes schmoozing with a person of importance, authority, or high position, you regain 1 Resolve Point. This doesn't count as resting to regain Stamina Points.

DOCTOR +1 INT

Life on the rim of frontier space is dangerous. If someone really wanted to know, you could easily list the eight or nine dozen ways people can die in space—all of them horrible. With you on board, your crew at least has a fighting chance to survive. In another life, you could have earned the big credits working in some fancy hospital and living in an opulent home. Instead, here you are, in the middle of deep space, pulling bullets out of bodies, treating radiation burns, and otherwise saving their miserable, ungrateful hides. Isn't this the life?

THEME KNOWLEDGE (1ST)

You are a healer, trained in medicine. Your hands save lives, even when your damn fool patients put those lives at risk

daily. Reduce the DC of Life Science or Medicine skill checks to identify and treat diseases, injuries, prepare medicinal treatments, and so forth by 5. Medicine is a class skill for you, although if it is a class skill from the class you chose at 1st level, you instead receive a +1 bonus to checks with that skill. In addition, you gain an ability adjustment of +1 to Intelligence at character creation.

HEALER'S HANDS (6TH)

In addition to your impressive (if underappreciated) medical knowledge, you have developed a keen sense of how to save your patients in the trickiest of situations. Once per day, you can reroll any Medicine skill check when diagnosing or treating a patient. You must decide to use this ability after rolling but before determining the success of your efforts. You must take the second result, even if it is worse.

MEDICAL CONNECTIONS (12TH)

Finding drugs, medicinals, and proper medical equipment on the frontier often proves challenging, if not impossible. If you need to purchase such supplies and items at an outpost, town, or other settlement, you can find anything for sale equal to your character level +4. Locating and identifying such a supplier requires one hour of time for each +1 over your character level of the equipment you purchase. With the GM's permission, this ability can also apply to certain implants and augmentations, such as a prosthetic or specialized limbs.

MASTER DOCTOR (18TH)

Saving lives is what you do—it makes you feel alive and, quite frankly, a genius among physicians. Up to twice per day, after you spend at least 10 minutes treating a seriously injured patient and the treatment succeeds, you regain 1 Resolve Point. This does not count as resting to regain Stamina Points.

PRODIGY +1 DEX

You are different. Not normal. Plenty of people like to inform you of such facts, as if you didn't already know the truth. Whether you were genetically bred as part of a top-secret military program, or grown in a vat to serve in a cabal of assassins, you possess exceptional gifts. Unfortunately, those same gifts leave you confused and vulnerable in social situations. You don't understand people, and you tend to make them uncomfortable. None of that matters, however, once trouble erupts. When everything threatens to fall apart, you truly come alive. No one cares about your socially awkwardness after you've save their lives.

THEME KNOWLEDGE (1ST)

Your instruction at a top-secret academy taught you how to identify potential threats, hazards, and targets in the least amount of time possible. Reduce the DC to identify a potentially hostile creature with Life Science by 5. To help you survive hostile situations, you also possess enhanced reflexes beyond those of ordinary creatures. Acrobatics is a class skill for you, though if it is a class skill from the class you take at 1st level, you instead gain a +1 bonus to Acrobatics checks. In addition, you gain an ability adjustment of +1 to Dexterity at character creation.

QUICK STUDY (6TH)

Your enhanced neural pathways enable you to absorb information quickly. You gain a +2 bonus to skill checks if you don't have any ranks in a skill. This ability does not, however, allow you to try skill checks for trained-only skills.

BUILT TO SURVIVE (12TH)

Thanks to your training and bioengineered makeup, you adapt to hostile conditions readily. Reduce the DC of Survival checks you make to survive a hostile environment (such as the desert, the arctic, or the vacuum of space) by 5. If you succeed at a Survival check to endure severe weather, the bonus you receive to Fortitude saves against such conditions increases by 1 (i.e., +3 while moving half your overland speed, and +5 if you remain stationary in a shelter).

MASTER PRODIGY (18TH)

After a fight or a grueling mission, you find peace through meditation. After participating in a dangerous situation (e.g., combat or surviving a hostile environment), if you meditate for at least 1 hour you regain 1 Resolve Point. This doesn't count as resting to regain Stamina Points.

SCROUNGER +1 WISDOM

Other people, people who don't know better, see junk. Not you. You see potential. You see opportunity. You see a spare plasma injector assembly that, with the right modifications, should work with your ship's engines—at least until you can jury-rig something better. While other folk waste time with booze or other pursuits, you're off to the local scrapyard in search of new treasures.

THEME KNOWLEDGE (1ST)

You have a knack for finding salvage sites. Your talents aid you in locating local junkyards, suppliers, and black markets. Reduce by 5 the DC of Culture checks to locate a local source

for supplies and parts. Engineering is a class skill for you, although if it is a class skill from the class you chose at 1st level, you instead gain a +1 bonus to Engineering. You gain an ability adjustment of +1 to Wisdom during character creation.

LOOK WHAT I FOUND! (6TH)

People constantly throw away perfectly usable parts. Reduce the DC of Engineering checks to repair broken items or equipment by 5. In addition, if your repair succeeds, you restore a number of Hit Points equal to the result of your Engineering check plus double your Wisdom ability modifier (minimum of +1).

I CAN'T BELIEVE SOMEONE THREW THIS AWAY (12TH)

You can jury-rig and repair broken equipment faster than ordinary mortals. When making an Engineering skill check to repair an item, reduce the necessary repair time by one-half. In addition, when selling equipment with the broken condition, you can fetch 10% of the item's normal price, rather than the usual 5%.

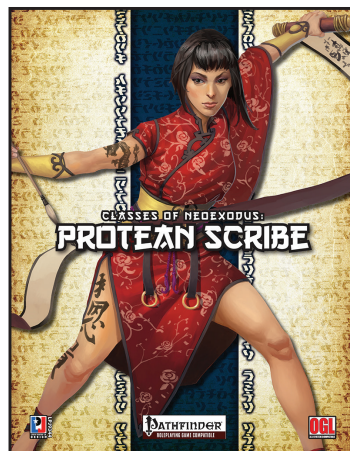
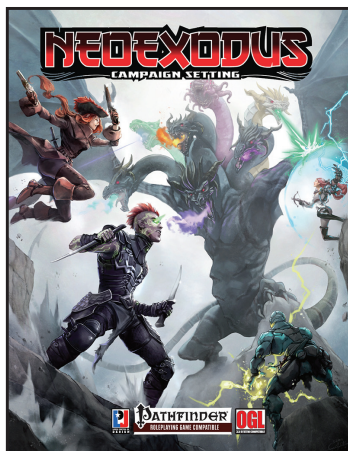
MASTER SCROUNGER (18TH)

Tinkering rejuvenates you and focuses your mind. Up to twice per day when you spend at least 10 minutes fixing or upgrading equipment, you can regain 1 Resolve Point; this doesn't count as resting to regain Stamina Points.

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WILL YOU BE ONE?

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