

OPERATIONS EXPERT

The Operations officer (often called Ops) on a starship specializes in maximizing the power of the ship's engines during battle and the maintenance and repair of the ship. During battle he can divert power away from less vital ship functions to ensure the ship lives to see another day. He also directs the ship's damage control efforts to keep the hull intact. On smaller ships the Operations Expert also serves as the ship's engineer but on larger vessels these characters work hand in hand with the engineering staff to ensure the ship always runs at peak performance.

REQUIREMENTS

To qualify to become an Operations Expert a character must meet the following criteria (the quickest path into this class is through the Smart hero basic class).

Skills: Craft (electronics) 6 ranks, Craft (mechanical) 6 ranks, Craft (structural) 6 ranks, Repair 6 ranks

CLASS INFORMATION

The following information pertains to the operations expert advanced class.

Hit Die: 1d6

Action Points: 6+ one-half character level, rounded down, every time the character gains a new level in this class.

Class Skills: The Operations Expert's class skills

(and the ability for each skill) are: Computer Use (Int), Craft (electronic, mechanical, structural) (Int), Disable Device (Int), Knowledge (physical sciences, technology) (Int), Pilot (Dex) and Repair (Int).

Skill points at each level: 7 + Int. modifier (6 + Int. modifier for nonhumans)

CLASS INFORMATION

The following information pertains to the operations expert advanced class.

Emergency Power: By funneling power from nonessential systems an operations expert may transfer power to the following areas as needed in combat: weapons, sensors or engines. The effects of transferring emergency power to each of these systems are detailed below. Use of this ability is always an attack action on the part of the operations expert. However another character can use the system in the same round if he has an action of the appropriate type available. For example an operations officer could divert emergency power to weapons in the same round that a weapons officer fires the weapon.

Weapons: Ships that use energy weapons can divert extra power to increase the damage potential of those weapons. With an attack action, the operations expert can add a number of extra dice to one ship's weapon for its next attack.

Sensors: Diverting power to sensors can either grant the ship a bonus to all ranged attack rolls equal the

operations expert's emergency power bonus or twice the emergency power bonus as a bonus on all sensor-related Computer Use skill checks for the next round.

Engines: Diverting power to engines grants a ship either a movement bonus equal to 500 feet times the operations expert's emergency power bonus or a bonus to all Pilot checks equal to twice the operations expert's emergency power bonus.

Damage Control Coordination: By making damage control operations more efficient an operations expert can improve Repair skill checks and damage control rolls by the amount listed on the class table.

Reinforce Structural Integrity: The operations expert becomes so skilled at damage control that at 7th level he can instantly negate a critical hit suffered by his ship in starship combat. This ability requires the operations expert to spend an action point.

Bonus Feats: At 3rd, 6th, and 9th levels the operations expert may select a feat from the following list: Armor Proficiency (light), Armor Proficiency (medium), Builder, Educated, Gearhead, Personal Firearms Proficiency, Mastercrafter, Zero-G Training. The operations expert must meet all the prerequisites for that feat.



TABLE 1-1: THE OPERATIONS EXPERT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+0	Emergency Power +1	+0	+0
2nd	+1	+2	+2	+0	Damage Control Coordination +1	+1	+0
3rd	+2	+2	+2	+1	Bonus Feat	+1	+1
4th	+3	+2	+2	+1	Emergency Power +2	+1	+1
5th	+3	+3	+3	+1	Damage Control Coordination +2	+2	+1
6th	+4	+3	+3	+2	Bonus Feat	+2	+2
7th	+5	+4	+4	+2	Reinforce Structural Integrity	+2	+2
8th	+6	+4	+4	+2	Emergency Power +3	+3	+2
9th	+6	+4	+4	+3	Bonus Feat	+3	+3
10th	+7	+5	+5	+3	Damage Control Coordination +2	+3	+3