

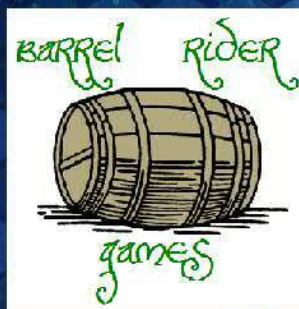
# Star Ambassador



A Player Character Class for Starships & Spacemen 2nd Edition

Written by: James M. Spahn

Art by: Tito Miranda



**STARSHIPS  
& SPACEMEN**  
COMPATIBLE PRODUCT



# Star Ambassador

## **A Player Character Class for *Starships & Spacemen*, 2<sup>nd</sup> Edition**

**Written by:** James M. Spahn

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**Prime Requisite:** PSI 9

**Primary Skill:** Contact

**Uniform:** Space Fleet Uniform & Robes

**Hit Points:** 1d8/level to level 9, then +2 per level

While psychic abilities are rarer than other gifts, Space Fleet makes a place for all talents within their ranks. Star Ambassadors serve an advisory role in aboard the spaceships where they

serve. Their psychic abilities are fostered and honed at one of the Confederation's many Mind Academies located through out the galaxy. They are an equal part of Space Fleet, acting in an advisory and diplomatic fashion to the ship's crew and officers and making use of their psychic sensitivity to foster positive relationships between the Confederation and any beings with which they interact. While the Mind Academy emphasizes peace and tranquility as a cornerstone of being a Star Ambassador, each individual trainee focuses in a particular aspect of conflict resolution, whether it be protecting the defenseless in battle, learning and understanding the ways of others cultures so that they might communicate with others in more meaningful ways or assisting their ship's crew to function better as collective unit.

In order to show that combat is their absolute last resort, some Star Ambassadors carry a Laser Sword for personal defense instead of the standard issue Space Fleet Beam Pistol. Finally Star Ambassadors uses the Officer Skill Progression chart and Military Officer Experience Progression.

### **Protector**

*Secondary Requisite:* STR 12

*Secondary Skill:* Combat

While violence stands against the teachings of the Star Ambassador, they recognize that the galaxy is a hostile place. Those who take up the protector subclass are charged with protecting the people of the Confederation from violence and tyranny. They protect the crew members they travel with and take an active role in their safety in combat. Protectors are able to see to the safety of up to five other crew members who must remain within 60' of the protector during planetary adventures. As long as they do this, all attacks against them have a -2 penalty to their Combat skill in personal combat. This bonus cannot be used to assist in Ship-to-Ship combat.

Protectors traditionally wear a red Space Fleet uniform under their robe.

### **Empath**

Secondary Requisite: CHA 12

Secondary Skill: None

Serving as an ambassador to all forms of life that Space Fleet encounters, an empath is able to use the Contact skill combined with their own psychic abilities to influence the reactions of beings that with whom they would

otherwise be unable to communicate. Thus, even if they are unable to communicate verbally or through translation programs, they may still attempt to use their Contact skill for diplomatic purposes. This includes non-sentient creatures and animals.

Empaths traditionally wear a blue Space Fleet uniform under their robes.

### **Pilot**

Secondary Requisite: INT 12

Secondary Skill: Technical

Like to the empath, the pilot uses their gifts to sense the emotions and feelings of the lives around them. But instead of focusing on understanding new lifeforms, they instead seek to calm and unify those around them, focusing especially on crew unity in Ship-to-Ship Combat. A Star Knight Pilot grants a one point bonus to a crew's Ship Skill during Ship-to-Ship Combat. This ability may not be used by multiple Star Knights to increase this bonus.

Pilots traditionally wear a yellow Space fleet uniform under their robes.

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