

Tactical Saboteur

Converted from Bryan Steele's Signs & Portents article

Marines can only do so much damage with guns and knives when aboard an enemy vessel. They could kill every enemy crewman, take every officer hostage and still the ship would be a hazard to their brothers-in-arms out in the void. For this very reason, they bring along skilled men and women that do their best fighting not behind the sights of a gun, but at the hilt of a wrench or at the keys of a control panel.

Tactical saboteurs go along in small numbers with the marines, steering the breaching pod to a particularly useful hull point in order to disable or control the sensitive system targeted within. By playing a dangerous game of electronic chess while relying on their marine brothers to protect them from overwhelming odds, they can turn an enemy vessel against its own. Sometimes, even turning its own weapon systems against itself.

Requirements

To qualify to become a Tactical Saboteur, a character must fulfil all the following criteria:

Abilities: Int 13+

Skills: Concentration 8 ranks, Computer Use 8 ranks, Subterfuge 8 ranks, Technical (mechanical) 8 ranks

Feats: Nerves of Steel, Skill Focus (computer use), Skill Focus (subterfuge)

Influence: Any Military 8+

Class Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Defense Bonus	Special
1	+0	+0	+1	+0	+1	Spacecraft Proficiency, Splice Mastery, Zero-G Training
2	+1	+0	+2	+0	+2	No Sweat, Species Mastery
3	+2	+1	+2	+1	+2	Bonus Feat
4	+3	+1	+2	+1	+3	Species Mastery
5	+3	+1	+3	+1	+4	You've seen one system...
6	+4	+2	+3	+2	+4	Species Mastery
7	+5	+2	+4	+2	+5	Bonus Feat
8	+6/+1	+2	+4	+2	+6	Species Mastery
9	+6/+1	+3	+4	+3	+6	Bonus Feat
10	+7/+2	+3	+5	+3	+7	...you've seen them all!, Species Mastery

Class Skills

The Tactical Saboteur's class skills (and the key ability for each skill) are: Athletics (Str), Computer Use (Int), Concentration (Con), Knowledge (any) (Int), Linguistics (Int), Notice (Wis), Pilot (Dex), Operations (any), Profession (any) (Wis), Stealth (Dex), Subterfuge (Dex), Technical (any) (Int).

Skill Points at each level: 4 + Int modifier

Class Features

All of the following are class features of the Tactical Saboteur prestige class.

Hit Points Per Level: 2

Spacecraft Proficiency: At 1st level, the Tactical Saboteur gains the Spacecraft Proficiency feat for free

Splice Mastery: At 1st level, the Tactical Saboteur knows how to splice his way into any electronic or mechanical shipboard system for which has even a vague knowledge. He receives a bonus of +1 for every 2 levels in tactical Saboteur to all Computer Use, Technical, Operations, and Subterfuge skill checks made to disable or assume control of a spacecraft system. This bonus may only be applied to spacecrafts of his own species' design (although this is changed at higher levels).

Zero-G Training: At 1st level, the Tactical Saboteur learns how to work while in a situation where the artificial gravity of a target ship could be non-functioning – sometimes disabled by their own hands. Tactical Saboteurs ignore any penalties to their Dexterity for low- or zero gravity situations.

No Sweat: At 2nd level, Tactical Saboteurs keep their calm in even the hottest firefights raging all around them. They receive a +4 bonus to all Concentration skill checks they are required to take while taking non-combat actions during combat.

Species Mastery: Starting at 2nd level, and every two levels thereafter, Tactical Saboteurs may begin to add the workings of alien species' to their repertoire of known systems. They may choose a single spacefaring species in which they have had technical contact with (handled/observed their spacecraft technology, one way or another). From now on, the Tactical Saboteur can use the ability **Splice Mastery** with this race as well as his own.

Bonus Feat: At 3rd, 7th, and 9th, the Tactical Saboteur gains a bonus feat, selected from the following list:

Alertness, Armor Familiarity, Blind Fight, Brawler, Combat Expertise, Data Access, Dodge, Endurance, Exotic Weapons Proficiency, Far Shot, Great Fortitude, Harm's Way, Improved Critical, Improved Feint, Improved Critical, Improved Two-Weapon Fighting, Inspirational Combatant, Iron Will, Lighting Reflexes, Lighting Reload, Martial Arts, Precise Shot, Toughness, Two Weapon Fighting, Weapon Focus, Weapon Specialization

You've seen one system...: At 5th level, the Tactical Saboteur has a vast knowledge over spacecraft systems and can splice into familiar ones with unerring ability. If he has ever successfully made a Computer Use or Operations skill check concerning a particular spacecraft's system, he may add +4 to any further Computer Use, Operations, or Subterfuge skill checks involving that particular system on that particular spacecraft.

...you've seen them all!: At 10th level, the Tactical Saboteur's knowledge over spacecraft systems is a more of an instinct than a talent. If he has ever successfully made a Computer Use or Operations skill check concerning any system on a particular spacecraft, he may add +4 to any further Computer Use, Operations, or Subterfuge skill checks involving any system on that particular spacecraft, or any spacecraft like it.

Example: Deiter, a level 10 Tactical Saboteur, has spliced into the firing controls on an Earthforce Hyperion, named the Isis, before. He will always receive a +4 bonus to do so on any Hyperion from now on.