

Gunrunner

While anyone can be a smuggler, it takes a certain level of character, or the lack of same, to run arms. Weapons are a special kind of cargo; those who traffic in them tend to become very skilled at using them as well. This is out of necessity, as many others consider arms shipments to be some of the most valuable ones in the galaxy to steal, and by proximity. It is hard to carry hold after hold full of military grade PPGs and not learn how to fire one.

Every race has their own take on this profession, for example the practically considering one of their race who takes up the cause to be a hero of the people. While most species are not foolish enough to believe that a gunrunner is a bright and virtuous soul, to some like the it is of little consequence. It is not a bright and virtuous universe, after all, and a hero tends to reflect his surroundings. Instead of providing a moral example for admirers to follow, the gunrunner provides something better to their people- the weapons they need to fight for their future.

This is dangerous business, but gunrunners learn how to take care of themselves. They are some of the most self-sufficient beings in the galaxy, always at the ready with a weapon, handful of credits, or a round of drinks for his 'clients'.

Gunrunner

Requirements

To qualify to become a Gunrunner, a character must fulfill all the following criteria.

Special: A Gunrunner must have access to a spaceship of some kind to qualify for this class. If the ship is later lost, the class is still valid for advancement and its benefits remain, but the Gunrunner must try to obtain another vessel if he wishes to be very effective. The size of the ship is irrelevant; some gunrunners use fighters while others fly massive transport haulers.

Skills: Appraise 8+, Bluff +8, Pilot +5, Sense Motive +5, Stealth 6+,

Feats: Spacecraft Proficiency, Fire Control

Influence: Criminal 10+

Level	Base Attack Bonus	Fort Save	Ref Save	Defense Bonus	Will Save	Special
1	+0	+0	+2	+0	+0	Respect Standard Cargo
2	+1	+0	+3	+1	+0	Bonus Feat Evade Sensors +1
3	+2	+1	+3	+1	+1	Evade Sensors +3 Deadly Control +1
4	+3	+1	+4	+2	+1	One In Every Port,
5	+3	+1	+4	+2	+1	Bonus Feat,
6	+4	+2	+5	+3	+2	Always at Hand Deadly Control +2
7	+5	+2	+5	+3	+2	Think It Over Evade Sensors +6
8	+6/+1	+2	+6	+4	+2	Bonus Feat
9	+6/+1	+3	+6	+4	+3	Scourge of the Spaceways Deadly Control +3
10	+7/+2	+3	+7	+5	+3	Legendary Runner Deadly Control +4

Additional Hit Points: 2

Additional Influence: +2 each level Criminal Influence, +2 one other faction (preferably costumer faction, if possible)

Class Skills

The gunrunner's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Computer Use (Int), Concentration (Con), Diplomacy (Cha), Drive (Dex), Intimidate (Cha), Knowledge (any, taken as separate skills) (Int), Medical (Wis), Notice (Wis), Pilot (Dex), Sense Motive (Wis), Subterfuge (Dex), and Technical (electronics, engineering, mechanical) (Int).

Skill points at each level: 4 + Int modifier.

Class Features

All of the following are class features of the gunrunner prestige class.

Respect: A gunrunner can be a figure of some renown among certain people, especially those he helps with his gun runs. In the case of the Narn, his own people show great respect. When a gunrunner talks, the people he is helping tend to listen and when he wants to make a deal, most

aliens are more than willing to hear him out. This is not always effective, but he gets at least begrudging respect from his peers when interacting with the people he is supplying or their allies.

This translates in game terms to a +3 circumstance bonus to all Charisma-related skill and attribute-checks with members of the factions he has Influence in.

Standard Cargo: The gunrunner is assumed to fill some of the carrying capacity of his hold with standard goods at all times. This not only allows the gunrunner to do legitimate business from time to time, a full hold is much harder to scan and search than an empty one. Most gunrunners fill this space with basic items like food packs, blankets, and other sundries. These give him plausible deniability and allow him to claim relief status when he needs to get into quarantined areas.

As long as it would be possible for him to restock during adventure scenarios, a gunrunner always has 1000 credits times his prestige class level in simple items in his ship's hold or on his person at any given time. This is of course limited to the carrying capacity of his vessel, but gunrunners are masters at creating additional cargo space so some leeway should be given in this regard. No single item can be more than 200 credits in value and none of them may be weapons. No matter how many items are used or given away, the hold is refreshed between scenarios. This does not cover items given to other Players; these are permanently deduced from the Standard Cargo unless restored out of the gunrunner's own finances.

Bonus Feat: A gunrunner learns many things while plying his trade in spaces. The many lessons of the criminal life he leads pose numerous obstacles and dangers, but the benefits are equal to the effort. A gunrunner may select a bonus feat at 2nd, 5th, and 8th level from the following list:

Alertness, Contact, Data Access, Dogfighter, Improved Fire Control, Improved Initiative, Iron Will, Lightning Reflexes, Resist Scan, Skill Focus, Spacecraft Dodge, Surface Vehicle Proficiency, Surface Vehicle Dodge, and Veteran Spacehand

Deadly Control: Oddly, there are authorities in the galaxy that do not take kindly to gunrunners and smugglers of any sort. These forces tend to use force when dealing with such criminal types, making it necessary for gunrunners to learn how to fire their shipboard weapons while moving at incredible rates of speed. Because gunrunners are almost always outnumbered in a combat, this becomes a vital skill very quickly.

The bonus associated with Deadly Control (+1 at 3rd, +2 at 6th, +3 at 9th, and +4 at 10th) is applied to an Attack roll made after a Tactical Order has been given. The Attack order does not have to be immediately after the Tactical order, but it must be part of the same series and take place sometime after the Tactical order.

Evade Sensors: Every gunrunner knows that no matter how well an item is hidden on his ship, an external sensor array may make all of their efforts useless. As a gunrunner gains experience at evading the authorities, he learns little tricks that can blank out sections of his ship and make it more difficult to detect what he might be carrying. These tricks are not always effective, but they give the gunrunner a fighting chance to evade what might otherwise be automatic detection. When another ship uses its sensors to scan his vessel, the gunrunner gets to add the bonus of this feature (+1 at 2nd, +3 at 3rd, +6 at 7th) to the DC of the check.

One In Every Port: The travels of a gunrunner take him to many different locales and corners of space. In addition to learning the ins and outs of a hundred different ports of call, he gets to know people and can make friends (or at least people who will talk to him) quickly. While most of these new acquaintances only last as long as the conversation and forget him thereafter, a few stick around and will treat him as a comrade whenever he comes there way again.

Whenever a gunrunner visits a starport or station he has been before, he has a 25% chance of having a Contact there (as per the feat). If this chance succeeds, the contact becomes a permanent part of the character's history and will last as long as campaign events allow (the character gains a Contact feat for this person). However, the gunrunner is expected to pay for any assistance provided and may lose the contact(s) involved if he does not treat them fairly.

Always At Hand: A gunrunner of 6th level or higher typically had more than a dozen little tools and items hidden on his person at all times. This lets them pull out just the right device for any given task just when he needs it most. A gunrunner is always considered to have the following items handy and can retrieve one of them each round as a free action (this can be combined with Quick Draw if desired in the case of weapons, allowing two retrievals each round): Breather Mask, carryall, chain, communicator (hand unit), crowbar, data crystal, fire foam, first aid kit, flashlight, grappling hook, hammer, handcuffs, fake identocard (DC 25 forgery), recorder, rope 50', toolkit (any one kind, Player's choice), knife, W&G Model 10 PPG, and smoke bomb.

Once an item has been retrieved and used, it must be replaced through normal purchase if it cannot be retrieved. Most of these items will be stored in the mentioned carryall, but they can also

be secreted elsewhere on the 's person. Other small items may be added to the Always At Hand list with the Games Master's permission.

Think It Over: A 7th level gunrunner has built up quite a reputation; this can open closed doors for him or slam them shut in other people's faces. Whenever he is faced with a problem or a potential combat, his reputation may cause his opponents to reconsider their decision to face him. As a standard action that does not allow an attack, a gunrunner can identify himself and inform his foes to 'think it over' in whatever words seem most appropriate at the time.

This forces all visible targets within line of sight to make a Will save with a DC equal to 5 + the gunrunner's prestige level + the gunrunner's Charisma modifier (if positive). Failure will force the opponent to seek whatever means of surrender or retreat presents itself (Games Master's discretion). If the gunrunner attacks or otherwise pursues his foes after this, the effect of the feature breaks and they may act normally. For the purposes of this feature, 'visible' extends to include opponents in successfully spotted spaceships.

Scourge of the Spaceways: Authorities, raiders, and pirates are automatically affected by a 9th level gunrunner's Think It Over ability; no action on the gunrunner's part is required. If the gunrunner takes an action to enforce his presence, the DC of the Will save increases by +1.

Legendary Runner: A 10th level gunrunner is a legendary figure in the eyes of most and has almost certainly been responsible for dozens of narrow escapes, space combats, and brought hope to millions of his people. This prestige is enough to ensure a warm welcome for the gunrunner at any population centre that he has Influence in. A True Hero can take 10 on Charisma-based skill and attribute checks involving people in these factions and can reroll any single failure each day by drawing on his reputation. The results of the reroll must be accepted, even if it is worse than the first check.