

Force Pilot

The Force Pilot simply combines the Jedi Ace and Deep Space Pilot prestige classes, interspersing levels of each class evenly, and making the class open to any Force user. The class ability descriptions can be found in the *Revised Core Rulebook* and *Starships of the Galaxy* respectively.

Requirements

To qualify to become a force pilot, a character must fulfill the following criteria:

Base Attack Bonus: +4.

Skill: Pilot 10 ranks, See Force 6 ranks.

Feats: Sense, Spacer, Starship Dodge (Space Transport), Starship Operation (Space Transport).

Game Rule Information

Vitality: Force pilots gain 1d6 vitality points per level. The character's Constitution modifier applies.

Class Skills

The force pilot's class skills, and the key ability for each skill, are as follows:

Astrogate (Int), Computer Use (Int), Knowledge (Int), Pilot (Dex), Profession (Wis), Repair (Int), and Spot (Wis). All force skills for which the Force user meets the prerequisites are considered class skills.

Skill Points at Each Additional Level: 6 + Int modifier.

Level	Attack	Fort	Ref	Will	Special	Def	Rep
1	+0	+1	+2	+1	Transport Defense	+1	+0
2	+1	+2	+3	+2	Natural astrogator	+2	+1
3	+2	+2	+3	+2	Starship Focus	+2	+1
4	+3	+2	+4	+2	Sector Familiarity	+3	+2
5	+3	+3	+4	+3	Familiarity +1	+3	+2
6	+4	+3	+5	+3	Hyperjump sense, sector familiarity	+4	+3
7	+5	+4	+5	+4	Transport evasion	+4	+3
8	+6	+4	+6	+4	Sector Familiarity	+5	+4
9	+6	+4	+6	+4	Trust the force, familiarity +2	+5	+4
10	+7	+5	+7	+5	Sector Familiarity	+6	+5