



HEROIC CLASS VOCATION

Pilot Vocation

The **House Rules** below is a revision of the Pilot class vocation found in Mongoose Publishing's™ OGL: STEAMPUNK (pp. 39-40). The vocation has been modified to fit within Wizards of the Coast's™ D20: MODERN RPG System.

In an age where inventors create new machines and new vehicles on a weekly basis, somebody has to test them, and ultimately operate them. The pilot delights on the challenge of controlling these machines, whether they travel by air, sea, ground or pushing the envelope across stranger roads. Some pilots fly for the love of flight, while others have been volunteered and fear for their lives every time someone straps them into the latest device.

Prerequisites: Pilot or Drive 4 ranks;

Bonus Starting Feats: Armor Proficiency (light), Pistol Firearms Proficiency, Use Amazing Device; and choose one of the following:

Alertness, Brawl, Lightning Reflexes, or Toughness;

Vocation Skills: Concentration (Wis), Drive (Dex), Navigate (Int), Pilot (Dex), Repair (Int), and Tumble (Dex);

If a skill is already a class skill, you receive a +1 competence bonus on checks using that skill.

Additional Bonus Feats: Brawl, Combat Expertise, Dodge, Focused, Gearhead, Improved Damage Threshold, Knockout Punch, Lightning Reflexes, Renown, and Vehicle Expert;

Wealth: +1;

Pilot Talent Tree

Second Legs (Ex): The Pilot chooses a specific vehicle (not a vehicle type) with which they have worked consistently; the vehicle becomes so familiar to the pilot as if it were a second pair of legs. The character gains a +2 to all Drive or Pilot checks with that specific vehicle and has a -10 modifier on all malfunction effect rolls.

If the vehicle is lost or destroyed beyond hopes of repair, they can choose a new vehicle.

Prerequisite: Calm Under Fire talent.

Push the Envelope (Ex): A pilot is so familiar with their machine, that they can push it beyond its own limits. The

character chooses a specific vehicle, which must be one for which they already possesses the Second Legs talent. Whenever they control that vehicle, he adds an additional 10 feet to its base speed per point of the pilot's DEX modifier. The vehicle also gains additional temporary hit points or structure points equal to the pilot's INT modifier, to a minimum of 8.

Prerequisite: Calm Under Fire and Second Legs talents.

Quick Repair (Ex): The Pilot knows precisely where to kick his vehicle to get it going again. He has a +5 bonus to Repair checks using the Jury-Rig skill, which he can perform as a standard action with this talent. As a normal jury-rig (see the Repair skill) the repair lasts until the end of the scene or encounter, where any malfunction or critical damage effect resumes. The Hit or Structure Points restored to a vehicle by a jury-rig repair are temporary and disappear at the end of the encounter.

Prerequisite: Calm Under Fire and Second Legs talents.

Soldiering Talent Tree

Air Corps (Ex): The Pilot is a current or former member of a military that utilizes aircraft. He therefore receives the Exotic Weapon Proficiency (heavy machine gun) and Martial Arts feats for free.

Calm Under Fire (Ex): A regimented life gives the character a rock-steady hand and nerves of steel. The character may 'Take 10' on a number of skill checks regardless of circumstance.

The applicable skills are: Balance (Dex), Climb (Str), Drive (Dex), Jump (Str), Knowledge [tactics, wilderness lore] (Int), Pilot (Dex), Profession (Wis), Ride (Dex), Search (Int) and Swim (Str).

Veteran (Ex): After surviving several battles, the Character may be considered a veteran. It is natural for other servicemen to look up to the veteran for leadership, even while following the orders of an officer. The Character may use this talent to co-ordinate the actions of any allies with at least one level in the [Pilot or Serviceman vocation](#) as a free action, in order to gain a tactical advantage over an enemy they may fight. Each ally being coordinated in this way gains a +1 circumstance bonus to

their DV or ATK rolls. The Character using this ability is who decides who gains which bonus. All allies must remain within 30 feet (or a ½ mile for pilots) of the veteran; and only one bonus may be taken at a time, regardless of how many characters are present with this Veteran talent.

Prerequisite: [Calm under Fire and Air Corps talents.](#)