

REQUISITIONS OFFICER

Support and Supply Your Squad

The requisitions officer is tasked with keeping their team armed, supplied, fed, and otherwise prepared for battle. While not seen as the most glorious specialization, any team containing a requisitions officer is never short on supplies and can maintain a fortified position to outlast any besieging enemies.

LEVEL 3: ORBITAL DEPLOYMENT: SPECIALIZED MUNITIONS

As a Utilize action, you can expend a use of your Orbital Deployment to call down a box containing a combination of 20 bullets, shells, arrows, or bolts. The munitions called down land in an unoccupied space of your choice within 60 feet of yourself, and bullets can come preloaded into a Pistol, Rifle, or Mounted magazine of your choice. The ammunition deals an additional 1d4 Acid, Cold, Fire, Lightning, or Thunder damage (your choice when you call the Orbital Deployment) when it hits a target and loses this energy after it has been fired.

The damage die for this deployment increases as you gain levels in this class; 1d6 at level 5, 1d8 at level 11, and 1d10 at level 17.

A creature standing within 5 feet of the ammunition box can grab any number of ammunition (no action required) and add it to their inventory.

You can call down this Orbital Deployment once without expending a use of your Orbital Deployment feature. Once you do, you cannot do so in this way again until you finish a Long Rest.

LEVEL 7: EXTRA SUPPLIES

Your maximum number of Dropship Supplies increases by one. This increases by one again at 17th level.

LEVEL 15: SPECIAL ACCESS

You have been granted access to a select group of Advanced-Age firearms. When you expend a use of your Dropship Supplies, you can choose to expend four uses to call in one Advanced-Age Firearm that's not Legendary and is loaded with one, fully charged, Fuel Cell. You can spend an additional two Dropship Supplies to call in an additional Fuel Cell.

LEVEL 20: COMPLETE RESUPPLY

You have carefully studied your allies and their capabilities. As an action you can choose up to five allies that you can see within 60 feet of yourself (including yourself). The chosen creatures gain the benefits of a Short Rest.

Once you use this feature you cannot do so again until you finish a Long Rest and any creature that was chosen for this feature cannot benefit from it again until they finish a Long Rest.

