Pathfinder combat trooper class

Combat troopers are specially trained soldiers, in the right circumstances they can do terrifying things on the battlefield

Alignment: any

Hit die: d10

Starting Wealth: 3d6 × 10 gp (average 105gp.) In addition, each character begins play with an outfit worth 10 gp or less.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| level | bab | fort | reflex | will | special |
| 1 | 1 | +2 | +0 | +0 | Combat trance |
| 2 | 2 | +3 | +0 | +0 | Combat Talent |
| 3 | 3 | +3 | +1 | +1 | Armor crusher |
| 4 | 4 | +4 | +1 | +1 | Combat Talent |
| 5 | 5 | +4 | +1 | +1 | Monstrous Aura |
| 6 | 6/1 | +5 | +2 | +2 | Combat Talent |
| 7 | 7/2 | +5 | +2 | +2 |  |
| 8 | 8/3 | +6 | +2 | +2 | Combat Talent |
| 9 | 9/4 | +6 | +3 | +3 | Trooper specialization |
| 10 | 10/5 | +7 | +3 | +3 | Combat Talent |
| 11 | 11/6/1 | +7 | +3 | +3 |  |
| 12 | 12/7/2 | +8 | +4 | +4 | Combat Talent |
| 13 | 13/8/3 | +8 | +4 | +4 |  |
| 14 | 14/9/4 | +9 | +4 | +4 | Combat Talent |
| 15 | 15/10/5 | +9 | +5 | +5 |  |
| 16 | 16/11/6/1 | +10 | +5 | +5 | Combat Talent |
| 17 | 17/12/7/2 | +10 | +5 | +5 |  |
| 18 | 18/13/8/3 | +11 | +6 | +6 | Combat Talent |
| 19 | 19/14/9/4 | +11 | +6 | +6 |  |
| 20 | 20/15/10/5 | +12 | +6 | +6 | Combat Talent |

//need to fill out dead levels with something

//need to figure out a capstone

class skills: acrobatics, climb, handle animal, intimidate, ride, sense motive, survival, swim

skill points: 4+int

raiders are proficient with simple, and martial weapons, and firearms, as well as light, medium, and heavy armor

Combat Trance

At first level the combat trooper may enter a trance like state to focus their mind, they typically do this by activating a special device they keep on their person(part of their starting equipment) as a swift action, if the item is ever lost, stolen or damaged, they will not be able to enter this state until it is recovered, repaired, or otherwise replaced. At the GMs discretion this trigger can be replaced by their allies mention a keyword or phrase, or witnessing something antithesis to their morals, or something else of similar effect. Regardless of the trigger, while in this state the combat trooper gains bonuses to their combat statistics to reflect their change in mental state: they add their level to their attack rolls and damage they deal, they add half their level(round down, min+1) to their AC, CMD and CMB as well as to saving throws to resist mental influence, they add 1/3 their level(round down, min+1) to appraise, bluff, perception, and sense motive checks as well as ¼ their level(round down, min 0) to their saving throws. The Combat Trooper may deactivate their device to exit this state as an immediate action. While the combat trance is very useful when in combat, it takes it’s toll on the Combat Trooper’s mental faculties, when not in the combat trance, the Combat Trooper takes a penalty to any skill check based on intelligence, wisdom, or charisma equal to their level. Additionally using the combat trance more than once a day will result in them needing to make a willpower save, DC 15 + level or they will suffer nightmares and be unable to get enough sleep, resulting in them being fatigued the next day(or exhausted if they were already fatigued), 2 failed saves in 1 day will result them being exhausted the next day; any combination that would result in steps past exhausted (such as 3+ failed saves in 1 day) results in them being in a coma like unconscious state for 8 hours per step passed exhausted

Combat Talents

Starting at 2nd level and ever 2 levels after the Combat Trooper selects a Combat Talent off the following list. Combat talents are only active while Combat Trance is active

//need to add talents here

Armor Crusher

At 3rd level, the combat trooper ignores DR and hardness equal to half her level

Monstrous Aura

At 5th level the mental state change due to combat trance can be unnerving to those around you, both ally and enemy. At the start of the turn of someone within 10 feet of you while you have combat trance active, they must succeed a fortitude saving throw, DC 15 + level or gain a stack of stress, stress imposes a penalty to all rolls made based on how many stacks are accumulated, following the table below

|  |  |
| --- | --- |
| Stress stacks | Total penalty |
| 1 | -1 |
| 2 | -2 |
| 3 | -4 |
| 4 | -7 |
| 5 | -11 |
| 6 | -16 |
| 7 | -22 |
| 8 | -29 |
| 9 | -37 |
| 10 | -46 |
| +1 | Additional -10 |

Trooper Specialization

At 9th level the Combat Trooper chooses a specialization path that can radically change how they operate in a fight

Anti-Tank Trooper

The Combat trooper gains the gunsmithing feat and proficiency in the Door Knocker Firearm(detailed below) they also gain a battered version of the firearm that only they can use properly, they ignore 10 points of hardness and 5 DR when using the Door Knocker within 5ft range(stacks with Armor crusher). They gain the following benefits:

* Deal additional damage when attacking targets within 10ft by +10
* Attacks against enemies within 5ft have a 50% chance to stun their target for 1 round

While in the combat trance they gain the following additional benefits

* Damage from targets within 5ft of you is reduced by your level
* Dealing damage to a target inflicts 1 stack of stress

Door Knocker range 30ft damage 1d12 reload: standard action max ammo: 1

Unique effect: does an additional 1d12 damage for every 5ft the target is under the 30ft range

Juggernaut

The Combat Trooper gains +30ft movement and deals an additional +1d8 damage per 5ft they moved before the attack that turn. They also gain the following benefits

* Ignore difficult terrain
* +10 CMB when performing a shove or overrun

While in the combat trance they gain the following additional benefits

* Reduce the duration of all status effects on you by 3 turns(min 0)
* +30ft movement

Medic

The Combat Trooper heals bonus hp on medicine checks equal to 1d8 per 5 they exceed the dc of the check by and can treat injuries on someone 3 times the normal amount per day. They also gain the following benefits

* Attacks have a 20% chance to paralyze targets
* Treating injuries does not require a medkit

While in the combat trance they gain the following additional benefits

* Treating injuries grants fast healing 5 for a minute
* Can treat injuries in combat as a standard action

Sniper

The Combat Trooper gains +1d8 ballistic damage per 5ft they are from their target and +120ft dark vision. They also gain the following benefits

* Distance penalty for attacking outside weapon range cut in half(round down)
* Weapon reload action speed is increased, reducing action needed by 1 step (full round>standard>swift)

While in the combat trance they gain the following additional benefits

* Weapon range increment +80ft
* +300ft dark vision

Tank

The Combat Trooper gains fast healing equal to half their level and spell resistance equal to their level. They also gain the following benefits

* +5 attacks of opportunity per round
* Attacks of opportunity have a 75% chance to stun their target for 1 round

While in the combat trance hey gain the following additional benefits

* Reduce all damage taken by half level
* Reduce all damage taken by half