

# Soldier

**Descriptions:** Soldiers put their military training and their equipment to effective use. They execute their missions with mechanical precision, and they take great pride in their efficiency. They are exceedingly loyal, placing the needs of the group and the mission above the needs of the individual. They tend toward world-weariness, though. Their practicality can sometimes lead to cynicism and fatalism. Some Soldiers who become extremely embittered can become *Mercenaries*. Instead of acting out of duty to the mission, they sell their skills for money, and their loyalty is based on professionalism rather than belief in their leaders.

**Sample Character:** [Chaingun Sally](#)

**Hit Die:** d10

**Power Die:** d6

**Skill Points at 1st Level:** (6 + Int per level) x4

**Skill Point per Level:** 6 + Int modifier

**Class Skills:** Climb (Str), Drive (Dex), Handle Animal (Cha), Jump (Str), Linguistics (Wis), Perception (Wis), Survival (Wis).

**Proficiencies:** 6

Soldier							
Level	Base Attack	Fort	Ref	Will	Def.	Rep.	Class Features
1	+1	+1	+1	+0	+2	+1	Brawl, Bonus Feat
2	+2	+1	+1	+0	+3	+1	Sneak Attack +1d6

3	+3	+2	+2	+1	+3	+2	Bonus Feat
4	+4	+2	+2	+1	+4	+2	Protective Instincts, Evasion
5	+5	+3	+3	+1	+4	+3	Bonus Feat
6	+6/+1	+3	+3	+2	+5	+3	Sneak Attack +2d6
7	+7/+2	+3	+3	+2	+5	+3	Bonus Feat
8	+8/+3	+4	+4	+2	+6	+4	Skill Mastery
9	+9/+4	+4	+4	+3	+6	+4	Bonus Feat
10	+10/+5	+5	+5	+3	+7	+5	Sneak Attack +3d6
11	+11/+6/+1	+5	+5	+3	+7	+5	Bonus Feat
12	+12/+7/+2	+6	+6	+4	+8	+6	Protective Instincts, <a href="#">Cross-Trained</a>
13	+13/+8/+3	+6	+6	+4	+8	+6	Bonus Feat
14	+14/+9/+4	+6	+6	+4	+9	+6	Sneak Attack +4d6
15	+15/+10/+5	+7	+7	+5	+9	+7	Bonus Feat
16	+16/+11/+6/+1	+7	+7	+5	+10	+7	Skill Mastery
17	+17/+12/+7/+2	+8	+8	+5	+10	+8	Bonus Feat
18	+18/+13/+8/+3	+8	+8	+6	+11	+8	Sneak Attack +5d6
19	+19/+14/+9/+4	+9	+9	+6	+11	+9	Bonus Feat
20	+20/+15/+10/+5	+9	+9	+6	+12	+9	Favoured Save, Bonus Feat

## Class Features

**Brawl (Ex):** At level 1, you get the Brawl feat for free because all superheroes need to throw the occasional punch.

**Bonus Feats:** At every odd level, Soldiers can choose a bonus feat from the following [groups](#): General, Save, Vehicle.

**Sneak Attack (Ex):** At levels 2, 6, 10, 14, and 18, Soldiers receive +1d6 Sneak Attack damage. If they can catch an opponent when he is unable to defend himself effectively from their attacks, then they can strike a vital spot for extra damage.

Their attack deals **extra damage any time the target would be denied their Dexterity bonus to Defence** (whether the target actually has a Dexterity bonus or not), **or when the Soldier has flanked them. Critical hits do not multiply Sneak Attack damage.**

Ranged attacks can count as Sneak Attacks only if the target is within 30 feet.

With a sap (blackjack) or an unarmed strike, Soldiers can make a Sneak Attack that deals NL instead of HP. They cannot use a weapon that deals HP to deal NL in a Sneak Attack, not even with the usual -4 penalty.

Soldiers can perform a Sneak Attack on only **living creatures with discernible anatomies or vital systems**, including people, aliens, and fantasy creatures, but not including undead, constructs, oozes, plants, and phased (incorporeal) creatures. **Any creature that is immune to critical hits is not vulnerable to Sneak Attacks.**

Soldiers must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. They cannot Sneak Attack while striking a creature or target that has concealment, and they cannot strike at the limbs of a creature because their vital spots (body and/or head) are out of your reach.

**Protective Instincts (Ex):** At level 4 and 12, Soldiers receive one of the three basic Save Enhancer feats (Lightning

Reflexes, Great Fortitude, or Iron Will), player's choice. If they already have all three, they can choose to take one of the Awesome save enhancers. If they have all three of them, they can take one of the Supreme save enhancers.

**Evasion** (Ex): At level 4, Soldiers can avoid even magical and unusual attacks with great agility. If they make a successful Reflex saving throw against an attack that normally deals half damage, then they instead take no damage. They can use Evasion only if they are wearing light armour or no armour. If they are *helpless*, then they do not gain the benefit of Evasion.

**Skill Mastery** (Ex): At levels 8 and 16, with 2 skills in which Soldiers already have at least one rank, including cross-class skills, they can now Take 10, even under stressful circumstances or when failure involves direct personal risk. If they gain this class feature multiple times, they may pick 1 new skills each time.

**Cross Trained** (Ex): At Level 12, Soldiers gain this feat.

**Favoured Save** (Ex): At level 17, Soldiers can Take 10 with one of their Saves (Fortitude, Reflex, or Will, your choice).