

THE COMBAT HERO

A SPECIALIZED CLASS FOR THE MODERN D20 SYSTEM™

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COMBAT HERO

The Combat Hero solves problems with her fists and her firearms. Whether with weapons or using her body as a weapon, the Combat Hero excels in battle. Maybe a thug, a gang-banger, a cop or a vigilante, the Combat Hero knows how to fight and knows how to win. She might have education and charm, but what she exudes most is danger.

The Combat Hero is the striking fist of a group. She may not be the brightest, but she's tough and ready to engage opponents in a bit of the rough and tumble. She is ready to act as a shock trooper, sharpshooter or shield. When there's no more pretty talk, no more sneaking around and no more sly plans, the Combat Hero rolls up her sleeves and gets to work keeping her allies alive using whatever means prove necessary.

SPECIALIZED CLASS

A specialized class is a step between a basic class and an advanced class. Its main purpose is to allow a level of specialization in low-level games. A character can easily enter a specialized class at 2nd level, and gain talents and skills that will enhance and complement the talents and abilities found in basic and advanced classes.

Specialized classes are open to ordinaries.

REQUIREMENTS

To qualify to become a Combat Hero, a character must fulfill the following criteria.

Base Attack Bonus: +1

Feats: One of the following: Brawl, Combat Martial Arts, Defensive Martial Arts, or Personal Firearms Proficiency.

CLASS INFORMATION

The following information pertains to the Combat Hero specialized class.

HIT DIE: d10

CLASS SKILLS

The Combat Hero's class skills (and the key ability for each skill) are Climb (Str), Craft (chemical, electronic, mechanical, and structural) (Int), Demolitions (Int),



Gather Information (Cha), Intimidate (Cha), Jump (Str), Read/Write Language (None), Ride (Dex), Speak Language (None), Spot (Wis), Swim (Str), Treat Injury (Wis), and Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier.

Action Points: Combat Heroes gain a number of action points equal to 6 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

TABLE: THE COMBAT HERO

CLASS LEVEL	BASE ATTACK	FORT	REF	WIL	CLASS FEATURE	DEF	REP
1	+1	+2	+0	+0	Bonus Feat	+2	+0
2	+2	+3	+1	+0	Bonus Feat	+2	+0
3	+3	+3	+1	+1	Talent	+2	+1
4	+4	+3	+1	+1	Bonus Feat	+3	+1
5	+5	+4	+2	+1	Talent	+3	+1
6	+6/+1	+4	+2	+2	Bonus Feat	+4	+1
7	+7/+2	+5	+2	+2	Talent	+4	+1
8	+8/+3	+5	+3	+2	Bonus Feat	+4	+2
9	+9/+4	+5	+3	+3	Talent	+5	+2
10	+10/+5	+6	+3	+3	Bonus Feat	+5	+2

CLASS FEATURES

All of the following are class features of the Combat Hero.

BONUS FEATS

At 1st, 2nd, 4th, 6th, 8th, and 10th level, a Combat Hero gets a bonus feat. The bonus feat must be selected from the following list, and the Combat Hero must meet all the prerequisites of the feat to select it.

Advanced Combat Martial Arts, Advanced Firearms Proficiency, Archaic Weapons Proficiency, Armour Proficiency (light), Armour Proficiency (medium), Armour Proficiency (heavy), Brawl, Burst Fire, Cleave, Combat Martial Arts, Combat Reflexes, Dead Aim, Defensive Martial Arts, Double Tap, Exotic Firearms Proficiency, Exotic Melee Weapon Proficiency, Far Shot, Great Cleave, Improved Brawl, Improved Combat Martial Arts, Improved Knockout Punch, Knockout Punch, Personal Firearms Proficiency, Point Blank Shot, Power Attack, Precise Shot, Strafe.

TALENTS

At 3rd, 5th, 7th, and 9th level, the Combat Hero selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the Combat Hero qualifies, he or she can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

DEFENSIVE TALENT TREE

The Combat Hero's experience and training has improved her innate defensive talents.

DEFENSIVE ROLL: The character can roll with a potentially lethal attack to take less damage from it. When the character would be reduced to 0 hit points or less by damage in combat (from a ranged or melee attack) or when the character would need to make a Massive Damage Threshold save, the character can attempt to roll with the damage.

A character spends 1 action point to use this talent. Once the point is spent, the character makes a Reflex saving throw (DC = damage dealt). If the save succeeds, she takes only half damage. The character must be able to react to the attack to execute a defensive roll—if the character is immobilized, she can't use this talent.

OPPORTUNIST: The character can spend 1 action point to use this talent. Once the point is spent, the character can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the character's attack of opportunity for that round. Even a character with the Combat Reflexes feat can't use this talent more than once per round.

FIREARMS TRAINING TALENT TREE

The Combat Hero has had training in the use of firearms.

PERSONAL WEAPON FOCUS: The Combat Hero chooses a specific weapon—which includes unarmed strike or grapple. The Combat Hero must be proficient with the chosen weapon.

The Combat Hero adds +1 to all attack rolls made using the selected weapon. This benefit stacks with any other benefits including the Weapon Focus feat.

The Combat Hero can choose this talent multiple times, each time applying it to a different weapon.

Prerequisites: Proficiency in weapon chosen.

PERSONAL WEAPON SPECIALIZATION: The Combat Hero chooses a weapon with which she has Personal Weapon Focus talent. The Combat Hero gets a +2 bonus on damage rolls with the chosen weapon. This benefit stacks with any other benefits including the Weapon Specialization feat.

The Combat Hero can choose this talent multiple times, each time applying it to a different weapon.

Prerequisites: Personal Weapon Focus talent with the weapon chosen.

IMPROVED CRITICAL: The Combat Hero chooses a weapon with which she has Personal Weapon Specialization. The threat range of the chosen weapon increases by one. This increase stacks with other such increases, such as those provided by feats or talents.

The Combat Hero can choose this talent multiple times, each time applying it to a different weapon.

Prerequisites: Personal Weapon Specialization talent with the weapon chosen.

LEADERSHIP TALENT TREE

The Combat Hero has a talent for leadership and inspiration.

COORDINATE: The character has a knack for getting people to work together. When the character can spend a full round directing her allies and makes a Charisma check (DC 10), the character provides any of her allies within 30 feet a +1 bonus on their attack rolls and skill checks. The bonus lasts for a number of rounds equal to the character's levels in Combat Hero.

The character can coordinate a number of allies equal to one-half her Charisma modifier (with a minimum of one ally).

INSPIRATION: The character can inspire her allies, bolstering them and improving their chances of success. An ally must listen to and observe the character for a full round for the inspiration to take hold, and the character must make a Charisma check (DC 10). The effect lasts for a number of rounds equal to the character's levels in Combat Hero.

An inspired ally gains a +2 morale bonus on saving throws, attack rolls, and damage rolls.

A character can't inspire herself. The character can inspire a number of allies equal to one-half her Charisma modifier, rounded down (with a minimum of one ally).

Prerequisite: Coordinate.



POWERFUL TALENT TREE

The Combat Hero has learned to use his/her strength to its fullest potential.

Extreme Effort: The Combat Hero can make an extreme effort. The effort must relate either to a Strength check or a Strength-based skill check. The Combat Hero must decide to use this ability before making the check.

The effort requires a full-round action and provides a +2 bonus on the check.

IGNORE HARDNESS: The Combat Hero ignores 1 point of an object's hardness when making a melee attack to break it.

MELEE SMASH: The Combat Hero receives a +1 bonus on melee damage.

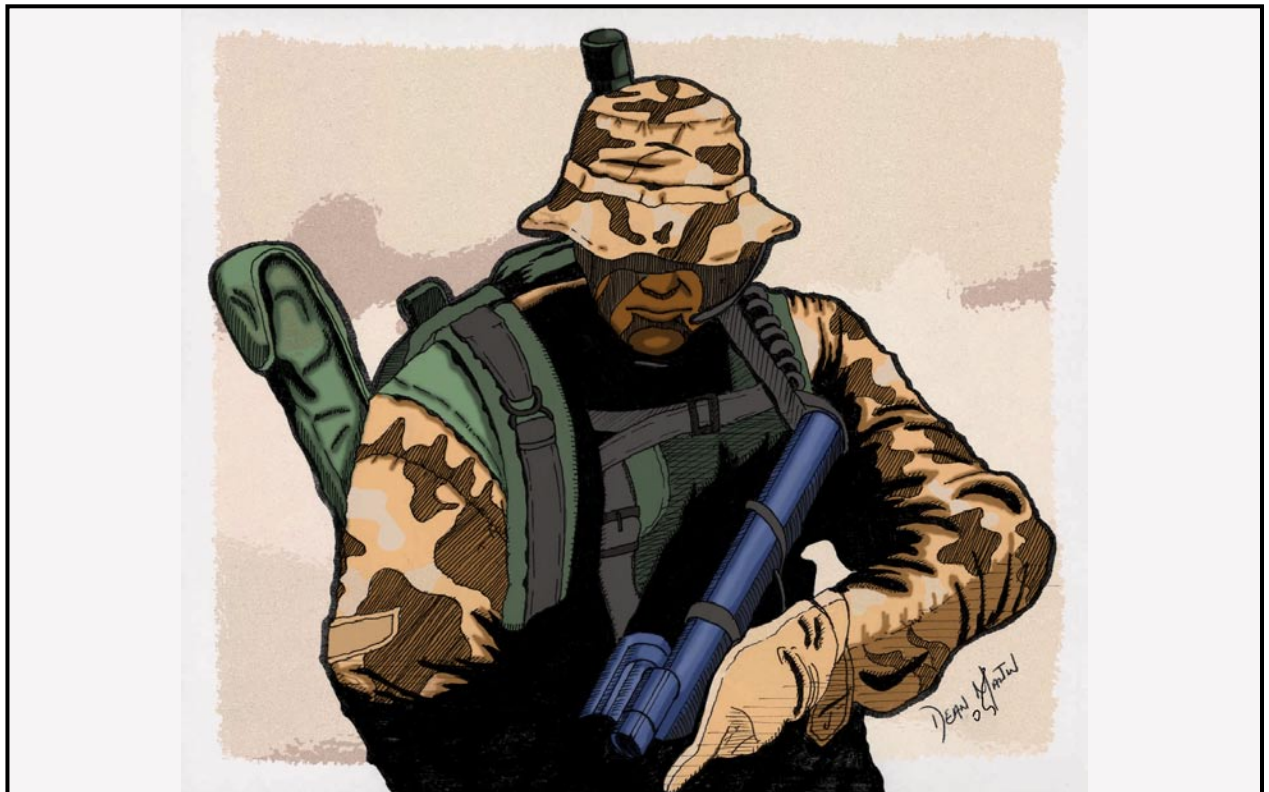
TOUGH TALENT TREE

The Combat Hero is physically tougher than others.

DAMAGE REDUCTION: The character ignores 1 point of damage from melee and ranged weapons.

REMAIN CONSCIOUS: The character gains the ability to continue to perform actions when she would otherwise be considered unconscious and dying. When the character's hit points reach -1, the character can perform as though she were disabled, making either an attack action or a move action every round until the character reaches -10 hit points (and dies) or the character's hit points return to 1 or higher. The character can choose to succumb to unconsciousness if she thinks that doing so might prevent her from taking more damage.

STAMINA: The Combat Hero recovers twice as fast as normal. So, the Combat Hero recovers 2 hit points per character level per evening of rest, 2 points of temporary ability damage per evening of rest, and awakens in half the normal time after being knocked unconscious.



ANNA FORESTER, COMBAT MEDIC

Dedicated Hero 2/Combat Hero 2/ Field Medic
1: CR 5; HD 2d6+2 plus 2d10+2 plus 1d8+1; hp 28; MAS 12; Init +3; Spd 30ft.; Def 21, touch 18, flatfooted 18; BAB +3; Grap +3; Atk +3 melee (1d4, combat knife), or +6 ranged (2d8, M4); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Platoon, Army, Nation; SV Fort +8, Ref +4, Will +4; AP 2; Rep +4; Str 10, Dex 16, Con 12, Int 14, Wis 13, Cha 8.

Skills: (modifiers in parentheses include armor penalty) Climb +2 (0), Concentration +4, Craft (pharmaceutical) +9, Diplomacy +2, Jump +2 (0), Knowledge (earth and life sciences) +6, Knowledge (physical sciences) +6, Knowledge (tactics) +5, Listen +5, Sense Motive +4, Spot +7, Survival +4, Treat Injury +14, and Tumble +7 (+5).

Feats: Advanced Firearms Proficiency, Armor Proficiency (light), Combat Expertise, Combat Martial Arts, Medical Expert, Surgery, Professional Firearms Proficiency.

Talents (Dedicated Hero): Healing Knack

Class Feature (Field Medic): Medical Specialist +1

Occ: Adventurer (Knowledge [tactics], Treat Injury)

Possessions (field kit, 27.5 lbs.): M4 carbine (illuminator, laser sight), 6 M4 magazines, BDUs (fatigues and fatigue jacket), combat knife, compass, duct tape, local tactical map, medical kit, mesh vest, multipurpose tool, night vision goggles, penlight, professional walkie-talkie, undercover vest armor.

(complete kit, 15 lbs.): GPS receiver, rope (75ft), standard binoculars, surgery kit, trail rations (12)

Note: due to mesh vest, Anna is not encumbered with complete kit

Anna had two loves in her early life, science and the outdoors. She was a fine student, but class took time away from her hiking, cycling and camping. This friction between her two loves led her to avoid college and university, but what job would allow her to indulge her love of adventure and travel? She joined the army. She soon found herself training as a combat medic, and finally her two loves came together. She admits to being an adrenaline junky, but nothing is greater than the satisfaction of saving a life.

ARMAND MARLOWE, BIG GAME HUNTER

Fast Hero 2/Combat Hero 2/ Infiltrator 1: CR 5; HD 2d8+2 plus 2d10+2 plus 1d8+1; hp 28; MAS 13; Init +3; Spd 30ft.; Def 19, touch 19, flatfooted 17; BAB +3; Grap +4; Atk +4 melee (1d4+1, combat knife), or +6 ranged (2d10, Winchester), or +6 ranged (2d8, S&W M29); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Contract; SV Fort +4, Ref +7, Will +3; AP 2; Rep +1; Str 12, Dex 14, Con 13, Int 10, Wis 16, Cha 8.

Skills: Balance +4, Climb +3, Escape Artist +3, Hide +12, Intimidate +1, Listen +6, Move Silently +12, Navigate +2, Ride +4, Speak Language (English, Spanish, Swahili), Spot +10, Survival +8, Tumble +7.

Feats: Alertness, Dead Aim, Far Shot, Guide, Point Blank Shot, Professional Firearms Proficiency, Stealthy.

Talents (Fast Hero): Evasion

Class Feature (Infiltrator): Sweep

Occ: Adventurer (Move Silently, Survival)

Possessions (on person, 29.5 lbs.): Winchester 94 with electro-optical scope; 24, .444 bullets; S&W M29 revolver in hip holster; 2 M29 speed loaders; combat knife; compass; fatigues; fatigue jacket; first aid kit; local tactical map; mesh vest; multipurpose tool; standard binoculars; standard flashlight; trail rations (12 meals)

When carrying backpack, encumbered.

(in backpack, 24 lbs.): battery flood flashlight; GPS receiver; portable stove; rope (150 ft.); sleeping bag; two-person dome tent

Armand grew up in a city, but he always dreamed of the forests, and specifically the untamed forests of South America and Africa. Soon after high school, he traveled to Central America, found some local work, and slowly learned about the jungle. He became a pack bearer, then a guide, finally he earned his dream and began to lead hunting expeditions. His reputation grew, and he was soon able to attain his wish of hunting in South America and later Africa. He now spends most of his time in Africa and his skills are in great demand.



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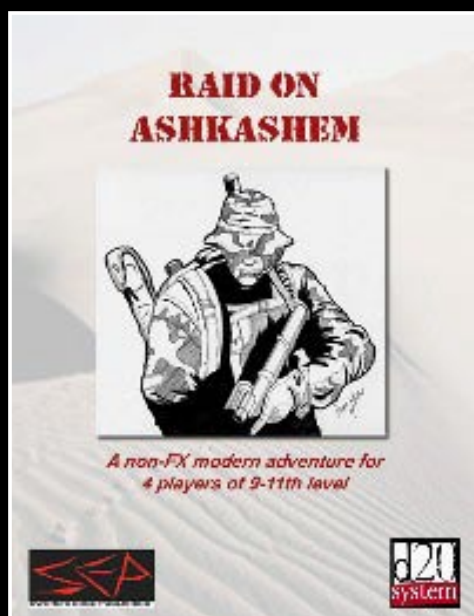
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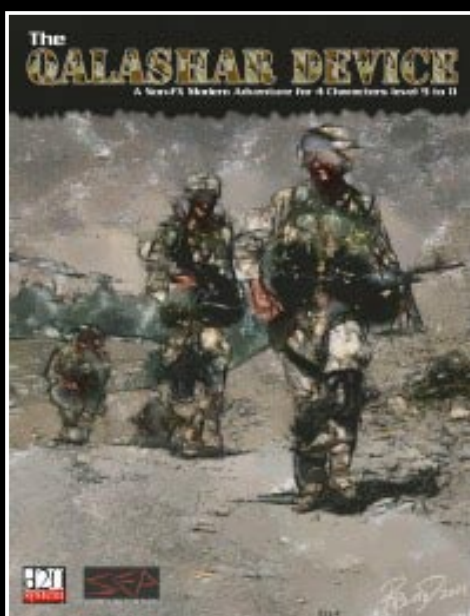
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