

STELLAR OPTIONS INFERNO SOLDIER



STARFINDER
COMPATIBLE



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STELLAR OPTIONS INFERNO SOLDIER

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WELCOME TO STELLAR OPTIONS!

Sometimes you want awesome rules expansions for your *Starfinder Roleplaying Game* campaign, but sometimes what you need is a power-packed punch of tightly focused rules content that contains exactly what you need for your character, creature, or whatever it may be. A new fighting style, a set of feats, thematically linked gear, and so on; that's where *Stellar Options* come in. *Stellar Options* are not about exposition, philosophy, and campaign-building; they are just flat-out fantastic ideas and great mechanics for GMs and players alike, written by many of the same designers that helped create the official *Starfinder* rules.

SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to online resources like starjammersrd.com where applicable. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

ABOUT LEGENDARY GAMES

Legendary Games is an all star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. and headed up by Jason Nelson. Legendary Games uses a cooperative, team-based approach to bring you the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. Check us out, and Make Your Game Legendary!

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INFERNO SOLDIER (FIGHTING STYLE)

The inferno fighting style embraces the powers of damned souls, expressed through fiery weapons empowered by the blood they draw. While its power derives from hellish might, anyone can practice this style, regardless of alignment.

Hellfire Motes (Su) [1st Level]: You can wield fiery weapons to strike out at your foes, taking the form of a pool of Hellfire Motes (HM). You can have a maximum number of HM at a time equal to your key ability modifier. You can gain Hellfire Motes only when involved in a combat encounter that includes a **significant enemy** (*Starfinder Core Rulebook*). When combat begins, you gain 1 Hellfire Mote at the beginning of your first action; at the end of combat, you lose any Hellfire Motes you have remaining.



You can gain Hellfire Motes in the following ways.

- When you hit a creature with a weapon from the flame category and deal damage equal to or greater than twice your soldier level, you gain one Hellfire Mote.
- When you critically hit a creature with a weapon from the flame category, you gain one Hellfire Mote.
- When you drop a creature to zero hit points with a weapon from the flame category, you gain one Hellfire Mote.
- When you spend Resolve Points to stabilize while at zero hit points, you gain one Hellfire Mote.
- Hellfire Motes can be expended in certain ways that enable you to more easily claim the souls of the damned.
- As part of making an attack with a weapon from the flame category, you can spend up to your soldier level in Hellfire Motes. For every Hellfire Mote you spend, you ignore 5 points of fire resistance and deal 1 additional fire damage.

Fear of the Damned (Su) [5th Level]: You are an imposing force on the battlefield. You can use Intimidate to demoralize a creature as a move action. Additionally, when you inflict the shaken condition on a creature, you can spend one Hellfire Mote to cause the shaken condition's -2 penalty to apply to the target's AC as well.

It All Burns (Su) [9th Level]: Any weapon you wield can burn the opposition. Choose one type of weapon that you're proficient in from the following list: advanced melee weapons, heavy weapons, longarms, small arms, sniper weapons. You treat all weapons of that type as weapons from the flame category for the purposes of your soldier class features and combat feats. Additionally, you can spend one Resolve Point as a move action to grant any one weapon you're wielding the *flaming* weapon fusion for three rounds, without counting against its maximum number of levels of fusions it can possess.

Chains of Hell (Su) [13th Level]: You can bring your enemies down with fiery might. Any weapon you wield from the flame category gains the entangle critical hit effect in addition to any existing critical hit effects. Additionally, when you attack a creature with a weapon from the flame category and the creature is entangled, grappled, or pinned; you treat any immunity to fire damage it has as fire resistance 30.

Feed on Flame (Su) [17th Level]: You are spurred onwards by the souls of the damned. Whenever you gain a Hellfire Mote, you regain stamina points equal to half your soldier level.

NEW GEAR BOOSTS

The following gear boosts are available to all soldiers. They all require a minimum level and are grouped as such.

3RD LEVEL

Dancing Flames (Ex): When you are wearing light armor, you treat any weapons you wield from the flame category as 1 item level higher for the purposes of calculating the DC of any of their critical hit effects, including the DC to remove any such effects. You treat them as 1 additional item level higher for every 8 soldier levels you have.

Modal Maverick (Ex): When you draw a weapon with the modal weapon special property, and at the start of your turn when you are wielding one, you can choose what mode the weapon is in without an action.

Molten Commando (Ex): When you are wearing heavy armor, you gain a +2 bonus to saving throws against effects that deal fire damage. This bonus increases by +1 for every 9 soldier levels you have.

Pyromania (Ex): When you apply the burn critical hit effect with a weapon attack, it deals +1 fire damage per damage die.

7TH LEVEL

Clouding Smoke (Ex): When you hit a creature with a weapon from the flame category, the smoke from your flames clouds their vision, giving it the off-target condition for 1 round. If you hit multiple creatures at the same time (such as with an automatic, blast, or explode weapon), only the creature nearest to you or to the center of the explosion (your choice if multiple creatures are equidistant) is affected.

Dual-Process Pistoleer (Ex): When wielding a firewall debugger, you can choose to set it to a dual-process mode, taking the action that it normally takes you to switch modes. It counts as both a flame weapon and a shock weapon in dual-process mode and deals half fire and half electricity damage.

Hand of Hades (Ex): At the start of your turn while wielding a wrought bident, you can choose to lock or unlock it from your appendage without taking an action. While locked to your appendage, any wrought bidents you wield gain the reach property. While not locked to your appendage, any wrought bidents you wield gain the thrown (20 feet) property.

Hawk of Midas (Ex): When wielding a goldfeather, you deal +1 damage per damage die (including bonus damage dice from the last chamber special property, but not other weapon special properties) to evil creatures.

Verifying Flames (Ex): The impair special property of any truthsweeper you wield also applies to the DCs of the affected creature's enchantment and illusion spells and effects.

NEW FEATS

The following feats are available to all characters who meet the prerequisites, but particularly complement soldiers with the other character options presented here.

VERSATILE ADEPT

You are skilled with many categories of weapon.

Prerequisites: Base attack bonus +8, Weapon Adept, Weapon Specialization

You gain the benefits of the Weapon Adept feat with all weapons, but for weapons from categories you didn't select with that feat the bonus is 1 lower.

WEAPON ADEPT

You are skilled with a specific category of weapon.

Prerequisites: Base attack bonus +4, Weapon Specialization

Choose one category of weapon (such as cryo, flame, projectile, or uncategorized). You gain a +1 bonus to damage rolls with that category of weapon, which increases by +1 at base attack bonus +8, +12, +16, and +20.

NEW EQUIPMENT

The following equipment is available to all characters, but particularly complements soldiers with the character options presented here.

Firewall Debugger: A firewall debugger is a pistol with a stylishly curved design that closely resembles a state-of-the-art yet consumer-aimed computer, including a small holographic projector that displays tips and tricks for coding. It can be fired in either a jump-start mode to release an electrical charge, or in a vent mode to shoot a wave of concentrated heat. Firewall debuggers are most commonly sold in in-dev and alpha varieties, while the stronger beta variety is harder to find, and the launch variety is a veritable collector's item to coders and soldiers alike.

Goldfeather: A goldfeather is a longarm with a collapsing wing-like magazine for inserting arrows, which it propels through a high-friction barrel covered in Celestial runes of fire and holy judgment, to ignite them into powerful shots. The friction eventually increases, along with the glowing of the runes, to give a more powerful shot when the magazine is emptied. Goldfeathers are sold in four grades, ranging from the more common third class to the high-legendary simurgh class.

SMALL ARMS

| Name | Level | Price | Damage | Range | Critical | Capacity | Usage | Bulk | Special |
|---------------------------|-------|--------|------------|--------|----------|------------|-------|------|--|
| SHOCK | | | | | | | | | |
| Firewall debugger, in-dev | 3 | 1310 | 1d4 E or F | 25 ft. | – | 20 charges | 2 | L | Modal (flame), professional (programmer) |
| Firewall debugger, alpha | 7 | 6820 | 2d4 E or F | 25 ft. | – | 20 charges | 2 | L | Modal (flame), professional (programmer) |
| Firewall debugger, beta | 12 | 37400 | 4d4 E or F | 25 ft. | – | 40 charges | 2 | L | Modal (flame), professional (programmer) |
| Firewall debugger, launch | 18 | 369200 | 6d6 E or F | 25 ft. | – | 40 charges | 2 | L | Modal (flame), professional (programmer) |

LONGARMS

| Name | Level | Price | Damage | Range | Critical | Capacity | Usage | Bulk | Special |
|----------------------------|-------|--------|--------|--------|----------|----------|-------|------|------------------------------------|
| FLAME | | | | | | | | | |
| Goldfeather, third class | 6 | 4480 | 2d6 F | 40 ft. | Arc 1d6 | 3 arrows | 1 | 1 | aligned (good), last chamber (1d6) |
| Goldfeather, second class | 10 | 18700 | 3d6 F | 40 ft. | Arc 2d6 | 3 arrows | 1 | 1 | aligned (good), last chamber (2d6) |
| Goldfeather, first class | 14 | 74600 | 5d6 F | 40 ft. | Arc 3d6 | 3 arrows | 1 | 1 | aligned (good), last chamber (3d6) |
| Goldfeather, simurgh class | 18 | 390000 | 8d6 F | 40 ft. | Arc 4d6 | 3 arrows | 1 | 1 | aligned (good), last chamber (4d6) |

HEAVY WEAPONS

| Name | Level | Price | Damage | Range | Critical | Capacity | Usage | Bulk | Special |
|-----------------------|-------|--------|------------|--------|----------|-----------|-------|------|------------------------------|
| FLAME | | | | | | | | | |
| Truthsweeper, Pyre | 4 | 2170 | 1d12 B & F | 60 ft. | Bind | 20 petrol | 2 | 2 | automatic, impair (Bluff, 2) |
| Truthsweeper, Blaze | 8 | 8750 | 3d8 B & F | 60 ft. | Bind | 20 petrol | 2 | 2 | automatic, impair (Bluff, 3) |
| Truthsweeper, Inferno | 15 | 131000 | 9d8 B & F | 60 ft. | Bind | 40 petrol | 4 | 2 | automatic, impair (Bluff, 4) |

ADVANCED MELEE WEAPONS

| Name | Level | Price | Damage | Critical | Bulk | Special |
|---------------------------|-------|--------|------------|-----------|------|---------------------------------------|
| ONE-HANDED FLAME | | | | | | |
| Wrought Bident, Scorch | 5 | 3240 | 1d10 F & P | Burn 1d6 | 1 | aligned (lawful), arcane lock, locked |
| Wrought Bident, Pyro | 9 | 13800 | 3d6 F & P | Burn 1d10 | 1 | aligned (lawful), arcane lock, locked |
| Wrought Bident, Magma | 13 | 52300 | 5d8 F & P | Burn 2d6 | 1 | aligned (lawful), arcane lock, locked |
| Wrought Bident, Hellscape | 19 | 605500 | 12d8 F & P | Burn 3d10 | 1 | aligned (lawful), arcane lock, locked |

Truthsweeper: The petrol reservoir of a truthsweeper, a heavy weapon accented with a number of dials and lenses, is connected to a concentration of a veracity serum derivative, causing any that are hit with the globs of flaming oil to find it difficult to lie. Further, the veracity serum continues burning those who try to use duplicitous tactics without success, and a particularly well-placed glob of oil from a truthsweeper sticks the target in place. These specialized armaments are sold in pyre, blaze, and inferno varieties.

Wrought Bident: This two-pronged short spear is traditionally made of well-wrought meteoric iron, and has a number of lawful sigils seared onto its prongs and down its length. The runes extend onto the chain along the grip, keeping it from being spirited away from its wielder's hand. These armaments, while traditionally wielded by the legions of Hell, have made their way into Material markets with the scorch, pyro, magma, and hellscape designations.

WEAPON SPECIAL PROPERTIES

Some of the weapons presented here have one or more of the following new weapon special properties.

Aligned: This weapon special property lists an alignment component. Weapons with this special property are hybrid items and gain the benefits of a weapon fusion depending on what alignment component is listed: *anarchic* (chaotic), *axiomatic* (lawful), *holy* (good), or *unholy* (evil).

Arcane Lock: Weapons with this special property always have the locked special property. When locked, weapons

with this special property require a Mysticism check instead of an Engineering check to forcibly unlock it, and if the weapon has the *called* weapon fusion, it ceases to function when the weapon is locked.

Impair: This weapon special property lists a skill and a value. A creature hit by a weapon with this special property takes a penalty to checks made with that skill equal to the listed value, and on a failed check with that skill takes damage equal to that value, of the same type that the weapon initially dealt. Succeeding on a check with that skill, which must have a DC of at least 15 + 1.5 x the weapon's item level, removes this penalty.

Last Chamber: Weapons with this special property deal the additional damage listed in parentheses on the attack that reduces it to zero ammunition. The weapon must have been reloaded to its maximum capacity for this special property to work.

Locked: Weapons with this special property can be locked to the appendage(s) wielding the weapon as a move action, where it remains until unlocked by the wielder as a move action, or until an adjacent creature unlocks the weapon as a standard action by attempting an Engineering check with a DC of 15 + 1.5x the item's level. When locked to the wielder's appendage(s), the weapon cannot be released, and if it is disarmed or would otherwise be dropped it is knocked off balance instead of dropped, inflicting a -2 penalty to attack rolls with the weapon until it is righted, which takes the same action as drawing it. Locked weapons that have the *defiant* weapon fusion do not count that fusion against the maximum number of levels of fusions that can be applied to it.

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