

STELLAR OPTIONS

SOLDIER ARCHETYPES



STARFINDER
COMPATIBLE



BY RON LUNDEEN AND
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STELLAR OPTIONS

SOLDIER ARCHETYPES

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Stellar Options 2: Soldier Archetypes

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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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SOLDIER ARCHETYPES

The following class archetypes and their associated alternate class features can be taken only by soldiers.



JUMP TROOPER (SOLDIER ARCHETYPE)

A result of experiments to integrate experimental technological upgrades into soldiers, the jump troopers are outfitted by mercenary companies in efforts to make mobile combatants.

ALTERNATE CLASS FEATURES

The jump trooper grants alternate class features at 2nd and 6th levels.

INTEGRATED THRUSTERS (Ex)

2ND LEVEL

You gain a free jump jet armor upgrade that is integrated into your body, and therefore does not take up an armor upgrade slot. It is experimental and unobtrusive, not taking up an augmentation system. As you progress in your experiments, it becomes more powerful. At 8th level, and again at 16th level, the fly speed your jump jets provide increases by 10 feet.

WEAPONIZED THRUSTERS (Ex) 6TH LEVEL

The jump jets you gained from your integrated thrusters become versatile weapons in their own right. Your jump jets also function as a laser pistol with an item level equal to or less than your class level.

SIEGE WALKER (SOLDIER ARCHETYPE)

A mobile artillery platform, heavily armed and armored, the siege walkers walk into battle with more firepower than some squads see in a lifetime.

Prerequisites: To take the siege walker archetype you must have at least 10 Strength and be proficient in heavy armor.

ALTERNATE CLASS FEATURES

The siege walker grants alternate class features at 4th, 6th, and 12th levels.

MASSIVE FIREPOWER (Ex)

4TH LEVEL

Your weapons are overwhelmingly powerful. You gain Heavy Weapon Proficiency as a bonus feat and are automatically specialized in them. If you are already proficient in heavy weapons, you instead gain one of the following bonus combat feats: Deadly Aim, Suppressive Fire, Versatile Focus, Weapon Focus (Heavy Weapons). Additionally, when wearing heavy armor, you treat your Strength as 2 higher for the purposes of heavy weapons.

BULLETPROOF (Ex)

6TH LEVEL

Your armor protects you from the threats you face at range. While wearing armor, you gain DR/- and resistance to acid, cold, electricity, fire, and sonic damage, all of which is equal to half your armor's item level, and all of which only applies against ranged attacks.

OVERWHELMING FORCE (Ex)

12TH LEVEL

You have learned to best harness the force of your attacks to knock your enemies flat. When you hit an enemy with a heavy weapon attack, you can spend 1 Resolve Point as a reaction to attempt a trip combat maneuver against that target, using your ranged attack bonus plus any modifiers you gain to trip combat maneuvers.

TITAN (SOLDIER ARCHETYPE)

A titan is a moving wave of destruction on the battlefield. Many legacy races have a long tradition of brutal hand-to-hand fighting that predates the rise of firearms; titans seek out this ancient training and combine it with gunplay to become a master of close quarters combat. Unstoppable juggernauts, titans are often feared for their bloodthirsty nature and eagerness to leap into combat, but many titans consider themselves modern (and effective) practitioners of long-lost martial arts.

Titans are most likely to be soldiers and often have the blitz fighting style. However, other classes might adopt the fearsome demeanor and relentless tenacity of a titan. Solarians and operatives both make menacing titans, and a charging titan bearing a solar weapon is a terror to behold.

ALTERNATE CLASS FEATURES

A titan grants alternate class features at 2nd, 4th, 6th, and 12th levels.

TITAN'S GRIT (Ex)

2ND LEVEL

You maintain an internal reservoir of ferocity and tenacity to get the job done called Titan Grit. At the start of each day, you have a number of Titan Grit Points equal to your Wisdom modifier (minimum 1). Your Titan Grit goes up or down throughout the day, but usually cannot go higher than your Wisdom modifier (minimum 1), though some feats and magic items may affect this maximum. You can spend either 1 Titan Grit Point or 1 Resolve Point as a free action when you charge to focus your magical training into a special havoc charge. You don't take the usual charge penalties when you make a havoc charge,

you aren't slowed by difficult terrain, and you add your character level to the damage of your melee attack made at the end of a havoc charge.

You recover Titan Grit with the following methods:

Critical Hit with a Firearm or Havoc Charge: Each time you score a critical hit with a small arm, longarm, or a melee attack made while performing a havoc charge, you regain 1 Titan Grit Point. Scoring a critical hit against a creature that isn't a significant enemy doesn't restore Titan Grit.

Killing Blow with a Firearm or Havoc Charge: When you reduce a creature or object to 0 Hit Points with a small arm, longarm, or a melee attack made while performing a havoc charge, you regain 1 Titan Grit Point. If the creature isn't a significant enemy, or if the object is unattended or attended by a non-significant enemy, you don't regain Titan Grit.

FORCE SHOTS (Su)

4TH LEVEL

You can imbue your firearms with the same magical techniques you use to initiate a havoc charge, making them hit more forcefully and even tear through creatures resistant to ordinary ammunition. As a move action, you can spend 1 Titan Grit Point to cause all of your small arm or longarm attacks to deal force damage instead of their normal damage type. (The attacks are still made against the target's EAC or KAC as normal for the weapon.) This benefit lasts for 1 round.

Increase your maximum number of Titan Grit Points by 1.

HAVOC BARRIER (Su)

6TH LEVEL

You use magical incantations to bolster your endurance as you charge. When you make a havoc charge, you gain a number of temporary Hit Points equal to half your character level. These temporary Hit Points are lost at the beginning of your next turn.

Increase your maximum number of Titan Grit Points by 1.

SHOCKWAVE (Su)

12TH LEVEL

You focus magical energy into your havoc charge. Increase the damage of your melee attack made at the end of a havoc charge to twice your character level. In addition, when you hit an opponent with a melee attack after a havoc charge, you may spend 1 Titan Grit Point to generate a shockwave. Creatures within 10 feet of you, including the opponent you hit, must succeed at a Reflex save (DC = 10 + half your character level + your Wisdom modifier) or be knocked prone and take bludgeoning damage equal to your character level.

Increase your maximum number of Titan Grit Points by 1.

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