

# SPACE HUSSAR



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# SPACE HUSSAR

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# HUSSAR

## VITALS

### STAMINA POINTS

7 + CON MODIFIER

### HIT POINTS

7

## PROFICIENCIES

### ARMOR PROFICIENCY

LIGHT ARMOR AND  
HEAVY ARMOR

### WEAPON PROFICIENCY

BASIC AND ADVANCED MELEE  
WEAPONS, SMALL ARMS,  
LONGARMS, AND GRENADES

## KEY ABILITY SCORE

A hussar is **Charisma** based. While a hussar may want Dexterity to control their jetpack or shoot a rifle and find value in Strength and Constitution for their use in combat, their Charisma is what makes them heroic. They draw their strength from their cause and gain nigh mythical abilities from that well of power.

## CLASS SKILLS

SKILL POINTS PER LEVEL: 4 + INT

- Acrobatics (Dex)
- Culture (Int)
- Diplomacy (Cha)
- Engineering (Int)
- Intimidate (Cha)
- Perception (Wis)
- Piloting (Dex)
- Profession (Cha, Int, or Wis)

Hussars are part cavalry soldier and part dedicated knight. They bring banners and heraldic iconography on the battlefield and fight for more than a single day's wage; they fight for a cause. While soldiers might be content to bring their favorite weapon to a fight, a hussar ignites their colony's holo-banner when the fighting starts so that all can see who they fight for.

A cavalry's greatest strength has always been its ability to arrive quickly at its destination on the battlefield, and in the far future the need for such mobility has not changed. Long gone are the horses of old; in this day and age the jetpack is the iconic piece of equipment associated with a hussar's ability to control the battlefield.



**TABLE 1-1: THE HUSSAR**

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	CLASS FEATURES
1st	+1	+2	+0	+2	Cause, wings of the hussar
2nd	+2	+3	+0	+3	Banner (+1), cavalry tactics
3rd	+3	+3	+1	+3	Equipment mod, weapon specialization
4th	+4	+4	+1	+4	Cavalry tactics, wings of the hussar
5th	+5	+4	+1	+4	Dedication
6th	+6	+5	+2	+5	Cavalry tactics, equipment mod
7th	+7	+5	+2	+5	Cause ability, wings of the hussar (+10 ft)
8th	+8	+6	+2	+6	Banner (+2), cavalry tactics
9th	+9	+6	+3	+6	Equipment mod
10th	+10	+7	+3	+7	Cavalry tactics, wings of the hussar (perfect)
11th	+11	+7	+3	+7	Hussar's onslaught
12th	+12	+8	+4	+8	Cavalry tactics, equipment mod
13th	+13	+8	+4	+8	Custom jetpack (+20 ft)
14th	+14	+9	+4	+9	Banner (+3), cavalry tactics
15th	+15	+9	+5	+9	Equipment mod
16th	+16	+10	+5	+10	Cavalry tactics, wings of the hussar (ascending)
17th	+17	+10	+5	+10	Cause ability
18th	+18	+11	+6	+11	Cavalry tactics, equipment mod
19th	+19	+11	+6	+11	Custom jetpack (+30 ft)
20th	+20	+12	+6	+12	Banner (+4), captain of the hussars, cavalry tactics

**HUSSARS AND FACIAL HAIR**

Hussars tend to have magnificent facial hair. Not all species and genders can grow facial hair so they often find some other way to recreate the effect. While not all human women can grow beards, many such hussars grow great “battle braids” with a steel ring in their hair. Alien species grow heavier dermal plates or foster tentacle growth on their faces, some will tattoo heraldic marks on their brow, yoski hussars grow denser whiskers, vesk hussars paint their throats, dwarven hussars have made beard-weaving into an artform, and elven hussars are known to wear literal knives on their ears. Hussars try to draw attention to their biological appearance, whatever it may be, as an act of pride and in an attempt to grab the attention of their foes (and perhaps to intimidate them).

**CAUSE [1ST LEVEL]**

At 1st level, the hussar must select a cause they are dedicated to. This cause should be clear-cut and tied to an organization that promotes it.

**ALLEGIANCE**

You are dedicated to a political or cultural group.

**Code of Conduct:** A hussar who dedicates themselves to this cause must never work against those they have sworn allegiance to and must take every opportunity to advance their cause. They must respect all legitimate orders from the leaders of their group.

**Suggested Alignments:** Any

**Enemies:** Any dedicated follower of a directly opposed political or cultural group.



## LEADERSHIP (7TH)

You gain a +4 insight bonus on all Culture checks made to recall information about your political or cultural group as well as on Diplomacy, Intimidate, and Sense Motive checks on dedicated followers of that group.

## SOVEREIGN TERRITORY (17TH)

When in an area expressly under the jurisdiction of your group you gain a +10 ft bonus to your fly speed, a +4 bonus on checks made to recall information about the area and to navigate it, and a +4 bonus on Initiative checks.

## JUSTICE

You are dedicated to the concept of law and order, and may be affiliated with a law enforcement organization or crusading order that combats such evils.

**Code of Conduct:** A hussar who dedicates themselves to this cause must never willingly or knowingly break the law, and must attempt to stop those who are flagrantly attempting to break the law and bring them to justice. If they find themselves in a culture or situation where the laws are immoral (or would conflict with the ideals of a lawful character) they are not required to adhere by these laws.

**Suggested Alignments:** LG, LN, LE

**Enemies:** Any life-long criminal, dedicated member of a criminal profession, or person caught in the act of committing a serious criminal offense.

## MANHUNTER (7TH)

You treat all weapons as though they had the stun weapon property. If a weapon already has the stun property, it ignores an amount of DR equal to its item level while dealing non-lethal damage.

## NOSE FOR TROUBLE (SU) (17TH)

You can spend 1 RP and detect the presence or absence of someone committing a crime within 1 mile of you and the general direction. This manifests itself as a hunch, a gut feeling, or a vibe you get. It is never wrong but only works for serious crimes (murder, a bank heist, etc.). If a crime of exceptional violence or danger occurs within a mile of you (a gun battle in a market place, a super-weapon is stolen, a bomb is planted on the life-support systems of a big space station, etc.) your GM may ask you if you'd like to spend 1 RP to activate this as your senses pick up something unconsciously.

## KNIGHT ERRANT

This cause is not linked to an organization but is a sworn personal oath that the hussar makes to follow a specific moral code. Knight errants are compelled to help those who cannot help themselves, defend the weak, and hold themselves to a higher standard of honor than those around them.

**Code of Conduct:** A hussar who supports this cause must be of a good alignment and must declare a "personal code" - their own personal code of conduct (GM is final arbiter of appropriate personal codes). The hussar must adhere to their personal code rigidly, even at the cost of their own life.

**Suggested Alignments:** LG, NG, CG

**Enemies:** Any creature actively engaged in harming weaker or defenseless creatures, creatures that are actively engaged in a notably evil act, a creature who has challenged you to a duel, or who has grossly offended your personal code.

## HEROIC (7TH)

You gain 3 additional Resolve Points.

## BANNER OF SELF-SACRIFICE (17TH)

You get access to a new banner ability: sacrifice.

**Sacrifice (Su):** As a free action, you can spend 1 RP to take half the damage dealt to an ally who can see your banner (rounded up). For the purpose of this class feature helpless or weak creatures who you are attempting to protect always count as allies. Any non-damage effects (such as poisons or critical hit effects) are still applied to the original target.

## MILITARY

You are dedicated to a military order.

**Code of Conduct:** A hussar who supports this cause must respect all legitimate orders from their superiors.

**Suggested Alignments:** Any

**Enemies:** A military hussar can designate one creature they see as their enemy as a swift action as their enemy. Upon killing that creature (or rendering the creature a non-threat) the hussar can designate a new creature as a free action.

## HEAVY HUSSAR (7TH)

You become proficient in the use of heavy weapons, sniper weapons, and powered armor. You gain weapon specialization in heavy weapons and sniper weapons. Your custom jetpack specifically can be installed into powered armor, and grants you its benefits while installed in powered armor.

## COMBAT FLIGHT (17TH)

You gain two of the following benefits:

**Scopeless:** You can aim a sniper weapon while flying as a swift action (rather than a move action).

**Strafing Run:** When you make a move action via flight you can spend 1 RP to make a free harrying fire attack against an enemy you pass over. This can only be done once per round.

**Stable Flight:** You are immune to the effects of the off-target, off-kilter, and shaken conditions while flying.

## OATH OF DEDICATION

You are dedicated to a small group of friends, a single individual, or a prestigious family to whom that hussar has sworn a personal oath. A hussar may swear an oath to the party.

**Code of Conduct:** A hussar with this cause may never intentionally allow their allies to come to harm, through action or inaction.

**Suggested Alignments:** Any non-evil.

**Enemies:** Any creature currently threatening an ally with a hostile action.

## BONDS OF FRIENDSHIP (7TH)

Your banner bonus increases by +1 for those you've sworn your oath to (this does not include yourself).

## STAND AS ONE (SU) (17TH)

As a reaction, you may grant an ally that can see your banner your banner bonus as morale bonus on a single saving throw. This stacks with the bonus granted by your victory banner. You may use this ability in response to the ally failing the saving throw; the bonus applies retroactively to the failed save.

## RELIGION

You are dedicated to a religion, deity, or philosophy.

**Code of Conduct:** A hussar who supports this cause must follow the ordained tenets of their religion or philosophy.

**Suggested Alignments:** Within 1 step of their deity or the religious standard for their belief.

**Enemies:** Any believer of an opposed religion or creature marked as a heretic.

## CRUSADER (7TH)

You gain Connection Inkling as a bonus feat, even if you don't meet the prerequisites. You may use Charisma as your casting modifier for these spells.

## LAY ON HANDS (SU) (17TH)

You gain the healing channel connection power, using your hussar level as your mystic level.

## REVENGE

The hussar has sworn an oath of vengeance upon an individual, an organization, or a species.

**Code of Conduct:** A hussar who supports this cause must never willingly work with one who they have sworn revenge upon or anyone in their service.

**Suggested Alignments:** Any non-good.

**Enemies:** Any creature related to the target of your vengeance.

## DEEP HATRED (7TH)

You always receive the benefit of your banner's "vengeance" benefit, even if you do not have your banner displayed or if you are granting a different bonus. If you do have your banner displayed and it is granting the vengeance benefit, you increase your banner bonus by +2 when rolling for damage against enemies.

## UNDYING HATRED (17TH)

The first time each day that you are reduced to less than 1 HP, you remain conscious until the end of your next turn instead of falling unconscious immediately. Additionally, when a creature reduces your Stamina to 0 you may spend 1 RP as a reaction to make an attack of opportunity against that creature, provided you threaten them.

## BREAKING YOUR CODE

Each cause has a general code of conduct that represents actions that you should avoid. Minor infractions might give you pause or require you to perform minor acts of penance, major and gross infractions may cause you to temporarily lose the benefits associated with your order until you atone for it.

## CHANGING YOUR CAUSE

You may, if the fickle winds of plot demand it, change your cause. This may require the formal dedication of a hussar to their new cause, the exacting of some toll from or punishment upon you by those you used to serve, or even a ritual to break your oath formally. If you frequently change your cause you will become unreliable in the eyes of others so it is not advised that you change your code more than once and only when it is dramatically appropriate to do so.

## WINGS OF THE HUSSAR (EX) [1ST LEVEL]

While hussars of old used well-trained horses, the modern hussar is famous for their use of jetpacks. They take great pride in their jetpacks and will spend a great deal of time customizing them, painting them, adding accessories and heraldic displays to them, and training with them.

You begin play with a customized jetpack designed to increase your mobility. This jetpack takes up 1 upgrade slot on your armor. When it is installed, it provides the bonuses and abilities found in this class feature. Your custom jetpack runs on energy and has 20 capacity. By default it uses 1 energy per round but class features may require you to expend more.

At 1st level, your custom jetpack grants you a fly speed (average maneuverability) equal to your land speed, although you must end your turn on solid ground. If you end your turn midair, you fall.

At 4th level, you no longer need to end your turn on solid ground. Additionally, you may adjust your custom jetpack to function for extended flights. As a move action you may enter or exit "cruise mode", lowering your usage to 1/minute but inflicting the flat-footed and off-target conditions on you while flying in this manner.

At 7th level, your fly speed increases to your land speed +10 feet.

At 10th level, your maneuverability improves to perfect.

At 13th level, your fly speed increases to your land speed +20 feet.

At 16th level, ascending (moving vertically) no longer costs an additional 5 feet of movement.

At 19th level, your fly speed increases to your land speed +30 feet.

If your custom jetpack is damaged, destroyed, lost, or stolen, you can kitbash a new one from any jetpack, hover drone, or other technological flying device, reconfiguring the materials into a new custom jetpack with 1 hour of work. You can have only one custom jetpack at a time. If you create a new custom jetpack, your old one functions as a normal jetpack (or other flight item) of whatever type you made it from and no longer benefits from your hussar class features.

## BANNER (EX) [2ND LEVEL]

The hussar's strength comes not only from their skill at arms but the convictions they hold. While you are prominently displaying a symbol of your cause (henceforth known as your banner) you grant yourself and all allies who can see you (and are not categorized as enemies under your cause) one of the following benefits. This is a sense-dependent (visual) effect. You can change the active benefit as a swift action by making a resounding statement or battlecry that is indicative of the new benefit.



- **Victory:** +1 morale bonus on saves against fear effects.
- **Vigilance:** +1 morale bonus on Perception checks.
- **Vengeance:** +1 morale bonus on damage rolls against enemies of your cause.

At 8th, 14th, and 20th level the bonus, known as your “banner bonus”, improves by +1 to a maximum of +4 at 20th level. Your banner only provides a bonus during combat or similar life-or-death situations.

A banner may be displayed in one of three ways:

- A literal banner, ceremonial object, holy symbol, or other symbol of office held in 1 hand. This has no other function than to provide the bonus of a banner.
- With a *holographic sashimono* (Starfinder Armory) installed in an armor upgrade slot. If you wish to use this option the *holographic sashimono* must be a custom job and thus consumes 1 armor upgrade slot.
- A hussar may wield a “heraldic weapon” as a banner if they have the proper class feature for it.

## **CAVALRY TACTICS (EX) [2ND LEVEL]**

You gain a new tactic or trick in combat at 2nd level and every even level thereafter.

A full list of cavalry tactics can be found later in this class entry.

## **EQUIPMENT MOD (EX) [3RD LEVEL]**

Hussars are proud of their equipment and customize them to perform better and represent their cause. At 3rd level and every 3 levels thereafter, you gain one of these special modifications to your banner or custom jetpack. A full list of equipment mods can be found later in this class entry.

## **WEAPON SPECIALIZATION (EX) [3RD LEVEL]**

You gain Weapon Specialization as a bonus feat for each weapon type this class grants you proficiency with.

## **DEDICATION (EX) [5TH LEVEL]**

You are dedicated to your cause and cannot be swayed from that. You gain a +2 morale bonus on all Will saves against mind-affecting effects and that bonus doubles to a +4 if the effect would conflict with your code of conduct or was inflicted upon you by an enemy (as defined by your cause).

## **CAUSE ABILITY [7TH LEVEL]**

Your cause grants you an ability related to its goals. You gain an additional ability at 17th level.

## **HUSSAR'S ONSLAUGHT (EX) [11TH LEVEL]**

When you make a full attack, you can make up to three attacks instead of two attacks. You take a -6 penalty to these attacks instead of a -4 penalty.

## **CAPTAIN OF THE HUSSARS (EX) [20TH LEVEL]**

You have become so linked to the ideals of your cause that your mere presence counts as displaying your banner. If you choose to display your banner in the normal fashion, your banner bonus increases by +1. Additionally, you do not provoke attacks of opportunity for movement while flying.



# CAVALRY TACTICS LIST

If talent requires enemies to make a Reflex save, the save DC is 10 + 1/2 hussar class level + your Charisma modifier.

**Bonus Combat Feat:** In place of a cavalry tactic, you gain a combat feat. You must meet all the prerequisites for the combat feat. This tactic can be taken more than once.

**Break The Line:** When charging, you may move into any space adjacent to your target, including behind them, rather than needing to end your movement in the closest available space. You may attempt to move through your target and end your movement behind them with a successful combat maneuver. Failure results in you ending your movement in the closest available space.

**Cavalry Charge:** If you spend 1 RP when you make a charge, you take no penalty for attacking on a charge to either your AC or attack rolls (your choice) and may make a single 90-degree turn during your charge. You must be at least 10th level to select this tactic and must have the cavalry strike tactic before selecting this one.

**Cavalry Lance:** When attacking with two-handed melee weapons that deal piercing damage (wholly or partially) on a charge your weapon gains the penetration property. If it already has it, it ignores DR equal to its item level in addition to hardness. You must be at least 10th level to select this tactic and must have the cavalry strike tactic in order to select this one.

**Cavalry Strike:** Creatures you successfully hit after a charge must make a Fortitude save or be shaken for 1 round.

**Charge Thrusters:** By firing your jets you can add momentum to your weapon strikes. As a move action you can spend 2 charges from your custom jetpack to add 1d6 bonus weapon damage to the next attack made with a melee weapon. This bonus damage lasts until the end of your turn. At 8th level, this improves to 2d6 bonus damage, and at 16th level it improves to 3d6. This effect does not stack with the boost and variant boost weapon properties, or with other similar effects.

**Fancy Flying:** You gain a +1 circumstance bonus to your AC and Reflex saves while airborne.

**Flyby Attack:** When you charge, as a part of the action you can spend 2 charges from your custom jetpack to continue your movement after your attack, to a maximum total movement (both before and after the attack) of twice your speed.

**For The Cause:** You add your banner bonus to aid another checks made against creatures related to your cause (members of the same religion or political group, law enforcement, etc.). The GM is the final arbiter on who is related to your cause.

**Honor Duel:** Any time you are formally challenged to a duel and accept, or formally challenge an opponent and they accept (a swift action), you get a +2 morale bonus on attack rolls against that opponent for the duration of the duel. If you cheat, fight another opponent, or otherwise break decorum this bonus becomes a penalty for 3 rounds. Additionally, if you have the Hussar's Saber cavalry tactic this bonus improves to a +4 morale bonus (and -4 penalty if you cheat) when dueling with a one-handed melee weapon that deals slashing damage (partially or fully).

**Hussar's Charge:** You may spend 1 RP to make a full attack action after a single move or charge made using your custom jetpack. You must be at least 12th level to take this tactic.

**Hussar's Saber:** Hussars have been associated with sabers for generations and as such they have become famed for their skill with them. You may add your Dexterity modifier to your attack and damage rolls, in place of your Strength modifier, with one-handed melee weapons that deal slashing damage (partially or fully). If you are using Strength for their attacks with such weapons you receive a +2 bonus on attempts to make combat maneuvers with them.

**Landing Burn:** If you flew more than 30 feet this turn you can spend 10 charges from your custom jetpack upon landing to flare your jets as a swift action and scorch the earth underneath you. Any creatures within a 10-foot radius of you must make a Reflex save or gain the burning (1d6) condition. This damage improves by 1d6 for every 5 levels of hussar you have (maximum of burning (5d6) at 20 level).

**LZ Clearing:** You get a +1 circumstance bonus on attack rolls with melee weapons until the end of your turn so long as you flew at least 30 feet that turn prior to making the attack.

**Redeploy:** Designate a location within 5 times your fly speed. You can spend 5 charges from your custom jetpack as a full-round action to fly directly to that destination (in as straight of a line as possible). This movement does not provoke an attack of opportunity.

**Skirmisher's Fusillade:** You gain Fusillade as a bonus feat even if you do not have four or more arms. You can activate the fusillade feat so long as you are wielding at least identical 2 small arms and fire them simultaneously (rather than 4). You must have selected the skirmishing pistols tactic in order to take this one.

**Skirmishing Pistols:** You don't provoke attacks of opportunity due to attacking with small arms while flying.

**Skirmish Tactics:** As a swift action, you can spend 2 charges from your custom jetpack to gain either Shot on the Run or Spring Attack (your choice) as a bonus feat until the end of your turn.

**"Stand Strong":** As a move action, you can spend 1 RP to help an ally rally. A single ally that can see your banner receives a new saving throw against an ongoing mind-affecting effect.

**War Banner:** You add your banner bonus to Intimidate checks made against creatures who can see your banner.

## EQUIPMENT MOD LIST

**Above the Din:** You can configure your banner to emit a heraldic ballad, war song, or personal tune. While this is active you take a -4 penalty to Stealth, but any class feature or ability that requires an ally to see your banner also works if they can hear you. This is a sense-dependent (audible) effect. You may activate or disable this ability as a move action.

**Acrobatics Kit:** You get +2 bonus on all combat maneuvers made while flying with your jetpack.

**Autopilot:** You have a low-level AI in your jetpack. It can do basic flying maneuvers unaided if you delegate them to it (example: it could fly you between cities while you slept and wake you up if something was off) and is assumed to be able to pass any check with a DC of 15 or lower under non-combat situations. During combat or when you assume direct control over your jetpack, the AI aids you with suggestions and little tweaks to make sure you get optimal results, granting you a +2 bonus on all checks made to fly with your jetpack.

**Projector Pack:** You can spend 1 extra charge per round to project your banner from your jetpack as if it were a *holographic sashimono*. This fulfills the requirements for displaying your banner, and doesn't take up an additional upgrade slot. You may activate or deactivate the projector as a move action.

**Heraldic Weapon:** You can spend 500 credits to turn a weapon into a symbol of your cause. This involves a lot of cosmetic changes and subtle alterations but any hussar can perform them with time and the right resources. This might add a flapping banner that displays your country's flag, plays patriotic music, and now includes several nails from the courthouse where your country's governing document was founded if your cause was allegiance. A heraldic weapon counts as a banner for the purpose of displaying your banner. The weapon chosen should have some significance to your cause and cannot be something stealthy or unassuming- it is garish and loud, a symbol meant to be seen.



**Improved Capacity:** The capacity of your custom jetpack improves to 100.

**Juggernaut Pack:** When you suffer a forced movement effect, as a reaction you may spend any amount of charges from your custom jetpack, reducing the movement by 5 feet per charge spent to a minimum of 0 feet of movement. This doesn't affect movement caused by teleportation.

**Racing Kit:** The speed of your jetpack increases by +30 feet.

**Rapid Deployment:** Your jetpack has a quick-load mechanism for refueling, and a built-in emergency ammo belt. You can swap your custom jetpack's battery as a swift action. Additionally, you may reload a held weapon as a swift action. Once you have used this second ability you can't use it again until you rest 10 minutes to regain Stamina.

**Reentry Kit:** If you fall unconscious midair, or are otherwise forced into an uncontrolled fall, your custom jetpack slows your fall speed to 30 ft/round, and negates any fall damage you would take.

**Stabilizer:** You may spend 2 charges from your custom jetpack or 1 RP as a reaction action to negate one of the following conditions: entangled, off-kilter, or prone. This must be done as a reaction, no more than once per round, immediately after gaining the condition.

**Stealth Kit:** You can spend 2 charges from your custom jetpack or 1 RP to engage acoustic baffles that render you difficult to detect for 1 minute. This suppresses the effect of your banner while in use but grants you a +4 circumstance bonus on Stealth checks. Furthermore your jetpack does not make any sound, leave noticeable traces (smoke, energy trails, etc.), or have any scent to detect (the smell of exhaust or ozone does not linger). Hostile actions or willingly making loud or audacious actions ends this effect prematurely.

## ALTERED OR REPLACED HUSSAR CLASS FEATURES

For any level at which an archetype provides an alternate class feature, a hussar who takes the archetype alters or replaces the listed class features.

**Multilevel [2nd, 4th, 6th, 12th, and 18th Levels]:** You don't gain a cavalry tactic.

**9th Level:** You don't gain an equipment mod.

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