

BAB High

HP per Lv 7(d10)

Weapon Proficiency all tech weapons

Armor Proficiency tech Light, tech Heavy, Powered, tech Shield

Saving Throw Proficiency Fortitude, Will

Tech Armor を着ている場合、Lv 依存の Deflection/Natural Armor Bonus は得られない。

| Level | Class Ability |
|-------|--|
| 1st | Primary fighting style , primary style technique , resolve |
| 2nd | Combat feat |
| 3rd | Gear boost |
| 4th | Combat feat |
| 5th | Primary style technique , weapon training 1 |
| 6th | Combat feat |
| 7th | Gear boost |
| 8th | Combat feat |
| 9th | Primary style technique , secondary fighting style , secondary style technique , weapon training 2 |
| 10th | Combat feat |
| 11th | Gear boost |
| 12th | Combat feat |
| 13th | Primary style technique , secondary style technique , weapon training 3 |
| 14th | Combat feat |
| 15th | Gear boost |
| 16th | Combat feat |
| 17th | Primary style technique , secondary style technique , weapon training 4 |
| 18th | Combat feat |
| 19th | Gear boost |
| 20th | Combat feat , kill shot |

Primary Fighting Style

You have a preferred fighting style that represents the type of soldier you are. Each fighting style is composed of various style techniques that you learn as you gain experience. You must pick one fighting style upon taking your first soldier level, and once made, this choice cannot be changed.

Primary Style Technique

At 1st level and every 4 levels thereafter, you gain a style technique unique to your primary fighting style.

Resolve

You have resolve points equals to $1/2$ soldier level + highest ability modifier. You must use this point to activating certain fighting style abilities. Resolve points is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

Combat Feats: At every even level, a soldier gains a bonus feat in addition to those gained from normal advancement (meaning that the soldier gains a feat at every level). These bonus feats must be selected from those listed as combat feats.

Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a soldier can choose to learn a new bonus feat in place of a bonus feat he has already learned. In effect, the soldier loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A soldier can only change one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.

Weapon Training (Ex): Starting at 5th level, a soldier select one weapon. Whenever he attacks with a selected weapon, he gains a +1 class bonus on attack and damage rolls.

A soldier may change the weapon selection with practicing 1 day with new weapon.

Every four levels thereafter (9th, 13th, and 17th), a soldier becomes further trained in another weapon. He gains a +1 bonus on attack and damage rolls when using it. In addition, the bonuses increases by 1.

Gear Boost

At 3rd level and every 4 levels thereafter, you learn a trick called a gear boost that make you better with a particular type of weapon or armor. Choose from the gear boosts listed below. Some gear boosts require you to reach a certain soldier level to select them; this level is indicated in parentheses after the boost ' s name.

Secondary Fighting Style

You choose another fighting style. Once you choose this second style, it cannot be changed.

Secondary Style Technique

At 9th level and every 4 levels thereafter, you gain a style technique unique to your secondary fighting style. For the purposes of these style techniques, treat your soldier level as equal to your soldier level Ó 8.

Kill Shot (Ex)

As a standard action, you can make a strike against an enemy. If the attack hits and does not kill your enemy, you can expend 1 Resolve Point to force the creature to succeed at a Fortitude save or die(DC $10 + 1/2$ class level + Ability used to attack). Once you ' ve used this ability on a creature (regardless of whether or not you forced it to attempt a Fortitude save), that creature is immune to your kill shot for 24 hours.