



LPJ9752

FULL METAL ZERO

PROTOTYPE:

SUPER SOLDIER

**Requires the use of the d20 Modern™
Roleplaying Game, published by Wizards of the Coast, Inc.**

A Super Soldier is a patriot who is willing to give everything he has for his nation and its people. This character has risked his life by volunteering for a dangerous military experiment, an experiment designed to create the perfect warrior. He is not just a better fighter, he has become something that is slightly more than human. The Super Soldier's physical abilities have been pushed beyond the limits of what ordinary men can achieve. He is tougher and more resilient than any other soldier could ever be. Not only is he physically superior and dangerous in combat, but the Super Soldier also

possesses a driving spirit and indomitable will. It is his incomparable courage and willingness to sacrifice that enables the Super Soldier to inspire awe and confidence in those who fight beside him.

Being a Super Soldier is about more than just skill in combat and experimental enhancements; it is also about courage, dignity and sacrifice. When others falter and lose hope, this character rises to the challenge and presses on. When others give in to the temptations of power, greed and hatred, the Super Soldier stays pure. Others might look for easy



answers or buy into convenient arguments, but this character is always ready to make the hard choices and stand by them despite the personal cost. A Super Soldier always chooses death over dishonor, humility over arrogance and justice over abuse of power. This character understands that matters of war and peace are as much about upholding one's ideals as they are about politics and military strength.

A Super Soldier tackles missions that no one else would even dare. He is a fighting master who is practiced in every arena of combat. A Super Soldier is also a trained tactician and a superb motivator. His courage and patriotic fervor stand to as an example to others and give them hope in desperate times. The Super Soldier's role may be similar to that of a special operations soldiers or secret agent, but his true value comes from his status as a symbol. A Super Soldier is one who strives to embody everything that is best in his nation and culture.

Profile of a Super Soldier

Not just anyone can become a super soldier. Generally, only combat veterans and seasoned intelligence agents are selected for super soldier programs. A potential test subject must be exceptional in some way before even being considered for experimental enhancement. Great courage is needed in order to willingly accept the harsh and often lethal physical enhancement process. By far the most sought after qualities are those of dedication and loyalty. Also, a volunteer must be experienced and capable; the government doesn't want to waste time, resources and lives by experimenting on an untested rookie.

Requirements

To qualify to become a Super Soldier, a character must fulfill the following criteria:

Ability Score: Must have a score of 18 in at least one ability.

Base Attack Bonus: +4

Skills: Knowledge (*tactics*) 6 ranks.

Feats: Combat Martial Arts, Exotic Melee Weapon Proficiency, Personal Firearms Proficiency.

Special: The Super Soldier must have sworn his life to the service of his country.

Class Information

The following information pertains to the Super Soldier advanced class.

Hit Die: 1d12

Action Points

A Super Soldier gain a number of action points equal to 6 plus one-half her character level, rounded down, every time he advances a level in this class.

Class Skills

The Super Soldier's class skills (*and the key ability for each skill*) are:

Climb (*Str*), Craft (*any*) (*Int*), Drive (*Dex*), Escape Artist (*Dex*), Hide (*Dex*), Intimidate (*Cha*), Jump (*Str*), Knowledge (*tactics*) (*Int*), Listen (*Wis*), Move Silently (*Dex*), Read/Write Language (*none*), Repair (*Int*), Sense Motive (*Wis*), Speak Language (*none*), Spot (*Wis*), Survival (*Wis*), Swim (*Str*).

Skill Points at Each Level: 5 + Intelligence Modifier.

Class Features

The following features pertain to the Super Soldier advanced class:

Physical Enhancement: At 1st level the Super Soldier receives the benefit of a top secret physical enhancement program. Programs such as these are dangerous and hard to duplicate. Failed subjects are often crippled and sometimes even killed. Generally speaking, only one subject out of four survives to reap the benefits of physical enhancement.

A Super Soldier training regimen involves strictly controlled factors ranging from diet and exercise to hormonal modification and experimental drugs. The benefit of this program is that it pushes the human body to the limit. The Super Soldier gains a +2 bonus to an single ability score. The bonus applies to the character's highest physical ability (*Strength, Dexterity, or Constitution*).

Optional Talent A: At 2nd level the Super Soldier may select either Signature Weapon or Hyper Immunity.

- **Signature Weapon:** With this talent the Super Soldier inflicts an additional +1d6 points of damage whenever he makes a successful attack with the weapon to which he has applied the Exotic Melee Proficiency feat. From this point on, the character may chose to deal either lethal or

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Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+1	+2	+2	+2	Physical Enhancement	+2	+2
2	+2	+3	+3	+3	Optional Talent A	+3	+2
3	+3	+3	+3	+3	Bonus Feat	+3	+2
4	+4	+4	+4	+4	Improved Physical Enhancement	+4	+3
5	+5	+4	+4	+4	Optional Talent B	+4	+3
6	+6/+1	+5	+5	+5	Bonus Feat	+5	+3
7	+7/+2	+5	+5	+5	Advanced Physical Enhancement	+5	+3
8	+8/+3	+6	+6	+6	Optional Talent C	+6	+4
9	+9/+4	+6	+6	+6	Bonus Feat	+6	+4
10	+10/+5	+7	+7	+7	Icon	+7	+5

nonlethal damage with the weapon, regardless of what type of damage it originally dealt.

- **Hyper Immunity:** A Super Soldier with this talent possesses incredible resistance to poison and disease. The Super Soldier automatically passes any saving throw used to negate the effects of a poison or disease. In addition, any time the character suffers temporary ability damage from a poison or disease, he recovers lost ability points at double the normal rate.

Bonus Feat: At 3rd, 6th, and 9th levels, the Super Soldier gets a bonus feat. The bonus feat must be selected from the following list, and the character must meet all the prerequisites of the feat to select it.

Acrobatic, Advanced Combat Martial Arts, Agile Riposte, Archaic Weapons Proficiency, Armor Proficiency (*light*), Armor Proficiency (*medium*), Athletic, Blind-Fight, Combat Reflexes, Dodge, Heroic Surge, Improved Combat Martial Arts, Renown.

Improved Physical Enhancement: At 4th level the benefits of experimental enhancement take effect more completely. The character's body continues its development and the Super Soldier gains a +2 bonus to his second-highest physical ability score (*Strength, Dexterity, or Constitution*).

Optional Talent B: At 5th level the Super Soldier may select either Rally the Troops or Hyper Sprint.

- **Rally the Troops:** A Super Soldier with this talent leads from the front, whipping anyone who fights under his flag into a terrifying frenzy. By making a Charisma check (*DC 15*) the Super Soldier can grant all friendly characters a moral bonus equal to his level in this class. This bonus applies to all

attack and damage rolls and lasts for a number of rounds equal to 10 + the Super Soldier's Charisma modifier. Affected characters also become immune to fear effects and Intimidation during this period. Using this ability requires a full round action. This ability only affects characters who are within 30 feet of the Super Soldier or otherwise able to hear his voice. Mercenaries, begrudging allies, etc are not affected by Rally the Troops.

- **Hyper Sprint:** A Super Soldier with this talent can run at top speed for extended distances without tiring. His speed increases by +10 feet and he gains a +6 bonus to all Constitution checks. The Super Soldier gains the ability to move five times his normal speed using a full round action instead of the normal four. If the character also possesses the feat Run, he gains the ability to move six times his normal speed using a full round action instead of five.

Advanced Physical Enhancement: At 7th level, the Super Soldier's physical enhancements have reached their peak. The character is granted a +2 bonus to all three of his physical abilities (*Strength, Dexterity, and Constitution*).

Optional Talent C: At 8th level a Super Soldier may select either Fighting Spirit or Hyper Resilience

- **Fighting Spirit:** A Super Soldier with this talent becomes so passionate in defense of his nation and its ideals that his emotions fuel his will to win. The Super Soldier gives 110% when engaging in combat and he becomes a tornado on the battlefield. During combat, a character with this talent can spend a number of action points per round equal to his Wisdom modifier. Normally, a character may only spend 1 action point per round.

- **Hyper Resilience:** A Super Soldier with this talent becomes extremely tough and durable. He gains a number of bonus hit points equal to (5 x *Super Soldier's Constitution modifier*). In addition, the character heals an extra +1d6 hit points per day of rest.

Icon: At 10th level a Super Soldier becomes a symbol of hope for his country. Even if the character's actions are deemed classified, people in the military and intelligence communities will begin looking to the Super Soldier for reassurance and inspiration. Mere rumors about the Super Soldier's existence can comfort an anxious nation. Though this mantle is a heavy burden to bear, the fact that so many people are counting on him gives a Super Soldier strength. A character with this talent can add his Reputation bonus to all level checks to resist the Intimidation skill and all will saving throws. The Super Soldiers status as a symbol adds weight to his presence and he is also allowed to add his Reputation bonus to all Charisma checks and Charisma-based skill checks.

NEW FEATS

Advanced Exotic Throw

You have mastered every aspect of throwing a specific exotic melee weapon. You can now hit two targets with one throw.

Prerequisite: Exotic Throw, Improved Exotic Throw, Exotic Melee Weapon Proficiency, Base Attack +9

Benefit: After making a successful ranged attack with an exotic melee weapon, you are allowed to make a second attack against a second target as the weapon bounces off of the first. The target of the second attack must be within 30 feet of the first opponent. This second attack is made with an unmodified d20 roll.

Special: You may treat attacks made by throwing an exotic melee weapon as melee attacks for the purpose of using the feats Cleave and Great Cleave: if the target of this attack is dropped (*either by reducing him to 0 hits points or less or by knocking him out with massive damage*), you get an immediate extra attack against another target adjacent to the downed target. This extra attack is with the same bonus as the attack that dropped the previous opponent. Extra attacks granted by Cleave and Great Cleave do not count against the additional attack granted by this feat.

combat senses

Your senses have been honed by years of military service.

Prerequisite: Alertness, must have selected the Military as your Occupation.

Benefit: You get a +2 bonus on all Listen and Spot checks. This bonus stacks with that granted by the feat Alertness, for a total bonus of +4.

Exotic Throw

You have learned to utilize the unique size, shape and balance of an exotic weapon to best effect when throwing it.

Prerequisite: Exotic Melee Weapon Proficiency, Base Attack +5

Benefit: You suffer no penalties when you throw the exotic melee weapon to which you have applied the exotic melee weapon proficiency feat. The range incident of this weapon is 20 feet.

idealist

You are stalwart and vehement when it comes to your ideals. You cannot be coerced into committing actions that you deem to be immoral.

Benefit: You can spend 1 action point to automatically succeed on any will saving throw, skill check or level check (*used to resist the Intimidation skill*) if failing this roll means that you will be tricked, persuaded, pressured or forced to commit a blatantly immoral action. Blatantly immoral actions include such things as betraying one's country, divulging information about one's allies to hostile forces, participating in torture or causing harm to noncombatants.

Improved Exotic Throw

You have become so practiced in the art of throwing a specific exotic melee weapon that you can cause it to ricochet around cover.

Prerequisite: Exotic Throw, Exotic Melee Weapon Proficiency, Base Attack +7

Benefit: You can throw an exotic melee weapon and cause it to deflect off a hard surface. If there is a target within 10 feet of that surface, you may ignore cover between you and the target. However, you receive a -2 penalty on the attack roll. Also, if you are using this feat with the weapon to which you have applied the Signature Weapon special ability you do not get to add the additional +1d6 points of damage that you normally inflict with that weapon.

noble defender

You have placed your life on the line multiple times for the good of others. Your acts of heroism increase your self-confidence as well as your stature and credibility.

Prerequisite: Trustworthy, must have been wounded in combat while attempting to protect others.

Benefit: You get a +2 bonus on all Diplomacy and Gather Information checks. This bonus stacks with that granted by the feat Trustworthy, for a total bonus of +4.

physical training

Your body has been molded by a military fitness program.

Prerequisite: Athletic, must have selected Military as your Occupation.

Benefit: You get a +2 bonus on all Climb and Swim checks. This bonus stacks with that granted by the feat Athletic, for a total bonus of +4.

Written by David Caffee

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