

STAR LOG.EM-041

SOLDIER FIGHTING STYLES



STARFINDER
COMPATIBLE



STAR LOG.EM-041

SOLDIER FIGHTING STYLES

Author: Alexander Augunas
Cover Artist: Jacob Blackmon
Development: Alexander Augunas

Designation of Product Identity

All company names, logos, and artwork, images, graphics, illustrations, trade dress, and graphic design elements and proper names are designated as Product Identity. Any rules, mechanics, illustrations, or other items previously designated as Open Game Content elsewhere or which are in the public domain are not included in this declaration

Declaration of Open Game Content

All content not designated as Product Identity is declared Open Game Content as described in Section 1(d) of the Open Game License Version 1.0a.

Compatibility with the *STARFINDER ROLEPLAYING GAME* requires the *STARFINDER ROLEPLAYING GAME* from Paizo Inc. See <http://paizo.com/starfinder> for more information on the Starfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Starfinder is a registered trademark of Paizo Inc., and the *STARFINDER ROLEPLAYING GAME* and the *STARFINDER ROLEPLAYING GAME* Compatibility Logo are trademarks of Paizo Inc., and are used under the Starfinder Roleplaying Game Compatibility License. See <http://paizo.com/starfinder/compatibility> for more information on the compatibility license.

STAR LOG.EM041: SOLDIER FIGHTING STYLES © 2018 by Everyman Gaming, LLC.

About Everyman Gaming, LLC

Everyman Gaming began as the blog of Alexander Augunas in January 2014, where he wrote about Pathfinder Roleplaying Game tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name *Guidance*. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with Rogue Genius Games to release *Ultimate Occult* and has remained with them since.

Want to check out a full listing of Everyman Gaming LLC products and stay up-to-date with Everyman Gaming LLC's announcements? Visit <http://www.everymangaming.com>! You can also follow Everyman Gaming on Facebook at <https://www.facebook.com/gamingeveryman> or on Twitter at handle @EMGamingLLC.

ACCESSING: STAR LOGS.EM... ACCESS: GRANTED.

Welcome to *STAR LOGS.EM*, brought to you by Everyman Gaming LLC! Here at Everyman Gaming LLC, we strive to bring you exactly what you need for your starfaring adventures. From new class options and archetypes to the latest information on alien life forms found throughout the galaxy, Everyman Gaming is here to make sure that your space ship is stocked and your datajacks filled with everything you need to have safe, fun, and profitable adventures throughout the known galaxy. (Warning: Everyman Gaming LLC takes no responsibility for any death, permanent affliction, potential brain scrambling, or similar impairments you may suffer during your adventures.)

Everyman Gaming's state of the art Star Log.EM series combines top talent spanning the known universe (and some parts unknown) to create state-of-the-art design for your Starfinder experience. Some Star Log.EM files. Some Star Log products are designed to offer small snippets of support to existing Everyman Gaming products, while others contain ideas that while cool, are often too specialized for other Everyman Gaming products. Some are simply vetting grounds for new ideas, while others are tried and true. Regardless of the theme or idea, all Star Log.EM files are intended to add something cool or weird to your tabletop experience. We believe that every Everyman Gaming product is something special and wonderful, no matter how small, and hopefully after reading this installment of Star Log.EM series you'll feel the same!

~ Alexander Augunas
Publisher & Crunchmaster of Everyman Gaming LLC

ACCESSING ARCHIVES QUERY: PRODUCT NAME

Hello, and thank you for purchasing *STAR LOG.EM041: SOLDIER FIGHTING STYLES!* Soldiers have played a crucial role in the Xa-Osoro System since the end of the Nova Age, where the destruction of the Radiant Imperium's centralized chain of command on Azan left most of the system without government oversight or authority, and those stationed in the military who survived defected en mass to protect their families and secure their own interests. After all, most professional soldiers found their chain of command in shambles, while mercenaries continued to do what they've always done.

As pirates and thieves roamed the streets, those who could afford these ex-military conscripts often took to employing as many of them as possible in order to enforce their policies and protect their clients. Some might even say that these nameless soldiers were society's final bulwark against anarchy and a looming societal collapse that could have set back the system's technological and educational levels thousands of years. Of course, few soldiers performed these services for free....



SOLDIER FIGHTING STYLES

The following fighting styles are available to soldiers who meet the prerequisites.

BERSERKER

You are rage incarnate, an unstoppable force barreling down the battlefield in search of blood and glory. Whether your berserkerang is fueled by a mystic trance, mind-altering serums, or otherworldly power, you become neigh unstoppable when you're truly angry.

BESERKERGANG (EX) 1ST-LEVEL

You can call upon inner reserves of strength and tenacity as a swift action, granting you additional combat prowess. While in a berserkerang, you gain a +2 morale bonus to melee attack rolls and damage rolls, thrown weapon attack rolls and damage rolls, and to Will saving throws. In addition, you take a -2 penalty to Armor Class and gain 2 temporary Hit Points per soldier level you possess. These temporary Hit Points are lost first when you take damage and disappear when the beserkerang ends. While in a beserkerang, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills except Acrobatics, Intimidate, Survival, or any skill check that you attempt as part of a fighting style technique, a gear boost, or a combat feat.

Once you activate beserkerang, you remain in this altered state for 3 rounds. After beserkerang ends, you are fatigued for 1 round. You cannot enter a beserkerang while fatigued or exhausted, and your berserkerang immediately ends if you become dying, dead, or unconscious.

DEADENED NERVES (EX) 5TH-LEVEL

Whenever you're in a beserkerang, you gain DR 1/-. This DR increases by 1 at 7th level and every 2 levels thereafter, up to a maximum of DR 9/- at 19th level. The dermal plating augmentation and similar effects only increases the value of this DR if the DR granted by the augmentation is equal to or greater than the DR granted by this technique.

FEARLESS BESERKER (EX) 9TH-LEVEL

You are immune to the shaken and frightened conditions while you're in a beserkerang.

GREATER BERSERKERGANG 13TH-LEVEL

You become a force of reckoning while in a beserkerang. Your berserkerang's morale bonus to damage rolls increases to +4, its bonus to Will saving throws increases to +3, and the number of temporary Hit Points gained increases to 3 per soldier level. In addition, you gain a +2 insight bonus to the save DC of the critical hit effects of any weapon you wield, including special critical hit effects granted by combat feats, gear boosts, soldier fighting techniques, and weapon fusions.

INDOMITABLE BERSERKERGANG 17TH-LEVEL

Your berserkerang's morale bonus to Will saves increases

to +6 against enchantment spells, as well as all effects with the charm or compulsion descriptors. In addition, you are no longer fatigued when your beserkerang ends, and your beserkerang lasts until you end it as a free action during your turn. If you enter a beserkerang again within 1 round of ending a beserkerang, you don't gain any temporary Hit Points from your beserkerang.

RAPSCALLION

You are a derring-do and a scoundrel, willing to fight dirty to get what you want. Your skill and ability allow you to hinder enemies effortlessly to control the battlefield.

DIRTY TRICKSTER (EX) 1ST-LEVEL

You gain Improved Maneuver (dirty trick) as a bonus feat. Whenever you succeed at a dirty trick combat maneuver attempt against an opponent, that opponent must attempt a Reflex save (DC equals 10 + 1/2 your soldier level + Strength or Dexterity modifier, whichever is higher). If your opponent fails, removing the dirty trick takes a standard action instead of a move action.

SPRINGING TRICKSTER (EX) 5TH-LEVEL

You gain Spring Attack as a bonus feat, ignoring its prerequisites. Whenever you charge or use the Spring Attack feat, you can replace the attack made at the end of your charge or as part of a Spring Attack with a dirty trick combat maneuver.

TRICK FIGHTING (EX) 9TH-LEVEL

You gain a +1 insight bonus to dirty trick attempts. Whenever you critically hit an opponent with a melee weapon that you're proficient with, you can inflict one of the following conditions onto the opponent for 1 round, as if you had succeeded at a dirty trick combat maneuver: blinded, deafened, entangled, off-target, shaken, or sickened. If your weapon already has a critical hit effect, when you score a critical hit, you can apply either the weapon's normal critical hit effect or the trick fighting effect.

TRICKSTER'S ONSLAUGHT (EX) 13TH-LEVEL

As a full action, you can make two dirty trick attempts against two different targets or the same target, both with a -4 penalty. If you use this full action to make two dirty trick attempts against the same target and both attempts are successful, you may affect the target with two different conditions. When you succeed at two dirty trick combat maneuvers against one opponent as part of the same full action, you add an additional condition to the list that you can inflict onto the opponent, as described below. This additional condition supersedes the first and uses the second attempt's result to determine the condition's duration.

- » **Confused:** You can use your second successful dirty trick combat maneuver to inflict the confused condition onto an opponent if your first successful dirty trick combat maneuver was used to inflict the off-target condition.
- » **Frightened:** You can use your second successful dirty

trick combat maneuver to inflict the frightened condition onto an opponent if your first successful dirty trick combat maneuver was used to inflict the shaken condition.

- » **Nauseated:** You can use your second successful dirty trick combat maneuver to inflict the nauseated condition onto an opponent if your first successful dirty trick combat maneuver was used to inflict the sickened condition.
- » **Paralyzed:** You can use your second successful dirty trick combat maneuver to inflict the paralyzed condition onto an opponent if your first successful dirty trick combat maneuver was used to inflict the entangled condition.

MASTER TRICKSTER (EX) 17TH-LEVEL

Whenever you charge or attempt an attack of opportunity, you replace any number of attacks made as part of that action with a dirty trick combat maneuver. In addition, removing any condition you inflict onto an opponent with a successful dirty trick attempt is a standard action, of a full action for any opponent that fails its Reflex save against your dirty trickster fighting technique.

STRIKER

You are skilled at using melee weapons to devastating effect, allowing you to strike your enemies hard and true where they least expect you—at the front lines, staring down enemy gunfire.

SHIELD OF SWINGS (EX) 1ST-LEVEL

When you fight defensively while wielding a melee weapon, you can choose to take no penalty to attacks you make in that round but gain only a +1 bonus to AC until the start of your next turn instead of the usual +2 bonus. In addition, you can fight defensively as part of a standard action or full action to charge or use the Shot on the Run or Spring Attack feats. When doing so, you take a \lrcorner 2 penalty to attack rolls to gain a +1 bonus to AC until the start of your next turn. (This penalty stacks with any imposed from charging.)

TERROR OF THE BLADE (EX) 5TH-LEVEL

Whenever an opponent who isn't wielding a melee weapon starts its turn within your threatened area, you can attempt an Intimidate check to demoralize that opponent requiring no action. If your Intimidate check is successful, your opponent gains the off-target condition on all attacks made against you until the start of its next turn.

DEFLECT PROJECTILES (EX) 9TH-LEVEL

You gain Deflect Projectiles as a bonus feat. You can use any melee weapon (including an archaic melee weapon) to deflect projectiles, but if the weapon you're wielding doesn't deal the same general category of damage as your melee weapon, you gain a +0 bonus to your attack roll described by the Deflect Projectiles feat to deflect the attack instead of the usual +5 bonus. If you are fighting defensively when you use Deflect Projectiles, increase the circumstance bonus you gain from Deflect Projectiles to deflect an attack by +1 (if you are using a weapon that doesn't deal the

same general category of damage as the attack you're reflecting, you gain a +1 bonus instead of a +0 bonus).

EVASIVE MANEUVERS (EX) 13TH-LEVEL

Whenever you fight defensively while wielding a melee weapon, you gain the evasion operative ability until the start of your next turn. In addition, you add the bonus to KAC that you gain from fighting defensively to all Reflex saves you attempt until the start of your next turn.

DAMAGE DEFLECTION (EX) 17TH-LEVEL

Whenever you fight defensively or use the total defense action while wielding a melee weapon, any damage reduction or energy resistance you possess from augmentations, combat feats, or racial traits increases by 5.

NEW GEAR BOOSTS

The following fighting styles are available to soldiers who meet the prerequisites.

DANGER SENSE (EX)

You have a sixth sense for danger. You gain a +1 bonus to AC and to Reflex saving throws against environmental hazards, traps, and attacks attempted during a surprise round. In addition, you add Perception to your list of class skills and gain a +3 insight bonus to Perception checks to notice hidden creatures, traps, and to act during a surprise round. This insight bonus increases by +1 at 11th level and every 4 levels thereafter.

FINESSE SOLDIER (EX)

Whenever you hit an opponent with an operative weapon, adding your Dexterity bonus to your attack rolls and your Strength modifier to your damage rolls, you gain a bonus to your operative weapons' damage rolls equal to half your soldier level (minimum 1). The damage bonus you gain from this gear boost cannot exceed your Dexterity bonus.

GRAPPLER DASH (EX)

Whenever you successfully hit an opponent with a successful combat maneuver attempt using a grappler (see Chapter 7 in the *STARFINDER CORE RULEBOOK*), you can spend 1 Resolve Point as a move action to immediately move from your current square to any open square that is adjacent to your opponent, up to a maximum of 500 feet of movement. Your movement must be in a straight line and if you move more than 240 feet in this manner you gain the flat-footed condition until the start of your next turn, as if you had used the run action. After moving in this manner, your opponent receives a free Acrobatics or grapple attempt to escape the grapple requiring no action.

UNCANNY AGILITY (EX)

Whenever you're wearing light armor or no armor, you gain the operative's uncanny agility class feature. You must be at least 11th level to learn this gear boost.

OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures heros; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of heros, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the

logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent

HUNGRY FOR MORE STARFINDER?



UPDATING PROVEN FANTASY RACES AND CLASSES TO STARFINDER, THE **STARFARER'S COMPANION** FEATURES LEGACY CONTENT (SUCH AS SIX LEGACY CLASSES AND OVER A DOZEN LEGACY RACES) AS WELL AS ALL-NEW CONTENT INCLUDING NEW FEATS, SPELLS, STARSHIPS, COMPUTERS, AND MORE!

NOW AVAILABLE

<http://www.everymangaming.com/starfarer's-companion>

Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such

provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Starfinder Alien Archive © 2017, Paizo Inc.; Authors: John Compton, Adam Daigle, Crystal Frasier, Amanda Hamon Kunz, Jason Keeley, Jon Keith, Steve Kenson, Isabelle Lee, Lyz Liddell, Robert G. McCreary, Mark Moreland, Joe Pasini, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, and Josh Vogt.

Starfinder Core Rulebook © 2017, Paizo Inc.; Authors: Logan Bonner, Jason Bulmahn, Amanda Hamon Kunz, Jason Keeley, Robert G. McCreary, Stephen Radney-MacFarland, Mark Seifter, Owen K.C. Stephens, and James L. Sutter, with Alexander Augunas, Judy Bauer, John Compton, Adam Daigle, Crystal Frasier, Lissa Guillet, Thurston Hillman, Erik Mona, Mark Moreland, Jessica Price, F. Wesley Schneider, Amber E. Scott, and Josh Vogt.

Star Log.EM-049: Dragonkin Options © 2018, Everyman Gaming LLC; Authors: Jacob McKiernan.

Fine-Tune Your Starfinder!

Enhance your Science-Fantasy like only Everyman Gaming knows how with the **Star Log.EM** series! Each week, we present a new **Star Log.EM** product that covers a specific Starfinder niche. From mechanic tricks to wondrous equipment to fantastic magical powers, Everyman Gaming's got what you need!

NOW AVAILABLE

<http://www.everymangaming.com/star-log-em>