Table 1: The Cybersoldier

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+0	+0	Weapon Focus	+1	+0
2nd	+1	+3	+0	+0	Weapon Specialization	+1	+0
3rd	+2	+3	+1	+1	Bonus Feat	+2	+0
4th	+3	+4	+1	+1	Socket +25	+2	+0
5th	+3	+4	+1	+1	Improved Critical	+3	+1
6th	+4	+5	+2	+2	Bonus Feat	+3	+1
7th	+5	+5	+2	+2	Cyberbooster	+4	+1
8th	+6	+6	+2	+2	Socket +50	+4	+1
9th	+6	+6	+3	+3	Bonus Feat	+5	+2
10th	+7	+7	+3	+3	Socket +75	+5	+2

Cybersoldier
(New advanced class)

The cybersoldier is the warrior of the future. Specially trained and conditioned not only for combat but also for the implantation of machines onto the human body, the cybersoldier is able to use more cybernetics than most characters because of the special conditioning that is a part of his training.

Requirements

To qualify to become a cybersoldier a character must meet the following criteria (the quickest path into this class is through the Strong Hero basic class).

Base Attack Bonus: 3+
Skill: Repair 3 ranks
Feat: Cybersocket, Personal Firearms Proficiency

Class Information

The following information pertains to the cybersoldier advanced class.

Hit Die: 1d10

Action Points: 6+ one-half character level, rounded down, every time the character gains a new level in this class.

Class Skills: The cybersoldier's class skills (and the ability for each skill) are: Demolitions (Int), Drive (Dex), Intimidate (Cha), Jump (Str), Knowledge (current events, history, popular culture, tactics) (Int), Listen (Wis), Navigate (Int), Profession (Wis), Repair (Int), Spot (Wis), Survival (Wis), Swim (Str).

Skill points at each level: 5+Int. modifier

Class Features

All of the following are features of the cybersoldier advanced class.

Weapon Focus: At 1st level the cybersoldier receives this feat as a bonus feat.

Weapon Specialization: At 2nd level the cybersoldier gains a +2 damage bonus with the weapon he selected for Weapon Focus at 1st level.

Bonus Feats: At 3rd, 6th and 9th level the cybersoldier receives a bonus feat from the following list: Advanced Firearms Proficiency, Armor Proficiency (light, medium and heavy), Burst Fire, Combat Reflexes, Combat Martial Arts, Cyber Resistance, Cybersocket, Dead Aim, Double Tap, Exotic Firearms Proficiency, Far Shot, Frightful Presence, Point Blank Shot, Power Attack, Precise Shot and Toughness

Socket: Because of his training and long exposure to cybernetics, the cybersoldier can carry heavier equipment in a cybersocket than the average character.

The amount listed on the class table is added to the maximum socket size of all cybersockets the character possesses (determined by campaign type).

Improved Critical: At 5th level the cybersoldier increases the threat range of the weapon he selected for Weapon Focus by +1.

Cyberbooster: In times of stress, the cybersoldier can use his human heart push his attachments past their design specifications. The cybersoldier must spend an action point when using this ability. The effects of any one attachment are doubled for a number of rounds equal to the roll on the action point die (the highest die rolled).

At the end of this time the cybernetic attachment is damaged and must be repaired (Repair DC 20) before it will function again. Repairing a cybernetic device damaged in this way requires one hour of time.