# Modern NPC Matrix: Soldiers

While D20 is a very detailed and balanced system, it is also a lot of math. Creating NPCs can absorb a lot of GM preparation time, and creating them on the fly is nearly impossible. The Modern NPC Matrix is designed to help alleviate this often-tedious task. It can be a great time saver for GMs during preparation, allowing them to plug in a NPC of the proper configuration and then customize it for their adventure. It is also ideal for GMs who need an accurate statistical block on the fly, perhaps when his or her players do something unexpected. Either way you utilize it, we hope the Modern NPC Matrix helps save you time and enhances the enjoyment of your gaming sessions.

**Equipment Notes:** The following NPCs have minimal equipment, consisting of only armor and their primary weapons. GMs will want to supplement their possession with other gear including professional kits, personal items, or extra weaponry.

**Creation Methodology:** The NPCs in this matrix were created with the following methodology.

1) Take the quickest path to reach the Soldier advanced class.

2) Take ten levels of the Soldier advanced class and then return to the base class until level twenty.

3) Best utilize the base classes' bonus feats while still attempting to make them good combat soldiers.

If you have a suggestion on how the following NPCs could be more optimized, drop us an email and we will consider it in a future update.

## The Strong Soldier

### Strong Soldier 1

**Strong Soldier 1 (Strong Hero 1):** CR 1; Medium-size humanoid; HD 1d8+2; HP 7; Mas 14; Init +1; Spd 30 ft; Defense 14, touch 12, flatfooted 13 (+1 Dex, +1 class, +2 equipment); BAB +1; Grap +3; Atk +3 melee (1d4+2, pistol whip), or +2 ranged (2d6, SITES M9); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL none; SV Fort +3, Ref +1, Will +0; AP 0; Rep +0; Str 15, Dex 13, Con 14, Int 12, Wis 10, Cha 8.
   **Occupation:** Military (Hide, Survival)
   **Skills:** Climb +7, Hide +3, Jump +5, Knowledge (Tactics) +4, Survival +2, Swim +7
   **Feats:** Armor Proficiency (light), Athletic, Personal Firearms Proficiency
   **Talents (Strong Hero):** Extreme Effort
   **Possessions:** Light undercover vest, SITES M9, 50 rounds of 9mm ammunition

### Strong Soldier 2

**Strong Soldier 2 (Strong Hero 2):** CR 2; Medium-size humanoid; HD 2d8+4; HP 13; Mas 14; Init +1; Spd 30 ft; Defense 15, touch 13, flatfooted 14 (+1 Dex, +2 class, +2 equipment); BAB +2; Grap +4; Atk +4 melee (1d4+2, unarmed strike), or +3 ranged (2d6, SITES M9); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL none; SV Fort +4, Ref +1, Will +0; AP 1; Rep +0; Str 15, Dex 13, Con 14, Int 12, Wis 10, Cha 8.
   **Occupation:** Military (Hide, Survival)
   **Skills:** Climb +8, Hide +3, Jump +6, Knowledge (Tactics) +5, Survival +2, Swim +8

**All the NPC statistical blocks were created with the assistance of RPGObjects' Modern Character Generator.**

**Feats:** Armor Proficiency (light), Athletic, Combat Martial Arts, Personal Firearms Proficiency

**Talents (Strong Hero):** Extreme Effort

**Possessions:** Light undercover vest, SITES M9, 50 rounds of 9mm ammunition

## Strong Soldier 3

**Strong Soldier 3 (Strong Hero 3):** CR 3; Medium-size humanoid; HD 3d8+6; HP 20; Mas 14; Init +1; Spd 30 ft; Defense 15, touch 13, flatfooted 14 (+1 Dex, +2 class, +2 equipment); BAB +3; Grap +5; Atk +5 melee (1d4+3, unarmed strike), or +4 ranged (2d6, SITES M9); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL none; SV Fort +4, Ref +2, Will +1; AP 1; Rep +0; Str 15, Dex 13, Con 14, Int 12, Wis 10, Cha 8.

**Occupation:** Military (Hide, Survival)

**Skills:** Climb +9, Hide +3, Jump +7, Knowledge (Tactics) +6, Survival +2, Swim +9

**Feats:** Armor Proficiency (light), Athletic, Combat Martial Arts, Personal Firearms Proficiency, Point Blank Shot

**Talents (Strong Hero):** Extreme Effort, Melee Smash

**Possessions:** Light undercover vest, SITES M9, 50 rounds of 9mm ammunition

## Strong Soldier 4

**Strong Soldier 4 (Strong Hero 3/Soldier 1):** CR 4; Medium-size humanoid; HD 3d8+6 plus 1d10+2; HP 28; Mas 14; Init +1; Spd 30 ft; Defense 16, touch 14, flatfooted 15 (+1 Dex, +3 class, +2 equipment); BAB +3; Grap +6; Atk +6 melee (1d4+4, unarmed strike), or +5 ranged (2d8+0, M4 Carbine); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL none; SV Fort +5, Ref +3, Will +1; AP 2; Rep +0; Str 16, Dex 13, Con 14, Int 12, Wis 10, Cha 8.

**Occupation:** Military (Hide, Survival)

**Skills:** Climb +10, Drive +2, Hide +3, Jump +9, Knowledge (Tactics) +6, Listen +2, Spot +2, Survival +3, Swim +10

**Feats:** Armor Proficiency (light), Athletic, Combat Martial Arts, Personal Firearms Proficiency, Point Blank Shot

**Talents (Strong Hero):** Extreme Effort, Melee Smash

**Talents (Soldier):** Weapon Focus (M4 Carbine)

**Possessions:** Light undercover vest, M4 Carbine, 50 rounds of 5.56mm ammunition

## Strong Soldier 5

**Strong Soldier 5 (Strong Hero 3/Soldier 2):** CR 5; Medium-size humanoid; HD 3d8+6 plus 2d10+4; HP 35; Mas 14; Init +1; Spd 30 ft; Defense 16, touch 14, flatfooted 15 (+1 Dex, +3 class, +2 equipment); BAB +4; Grap +7; Atk +7 melee (1d4+4, unarmed strike), or +6 ranged (2d8+2, M4 Carbine); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL none; SV Fort +6, Ref +4, Will +1; AP 2; Rep +0; Str 16, Dex 13, Con 14, Int 12, Wis 10, Cha 8.

**Occupation:** Military (Hide, Survival)

**Skills:** Climb +10, Drive +3, Hide +3, Jump +10, Knowledge (Tactics) +6, Listen +3, Spot +3, Survival +4, Swim +11

**Feats:** Armor Proficiency (light), Athletic, Combat Martial Arts, Personal Firearms Proficiency, Point Blank Shot

**Talents (Strong Hero):** Extreme Effort, Melee Smash

**Talents (Soldier):** Weapon Focus (M4 Carbine), Weapon Specialization (M4 Carbine)

**Possessions:** Light undercover vest, M4 Carbine, 50 rounds of 5.56mm ammunition

## Strong Soldier 6

**Strong Soldier 6 (Strong Hero 3/Soldier 3):** CR 6; Medium-size humanoid; HD 3d8+6 plus 3d10+6; HP 43; Mas 14; Init +1; Spd 25 ft; Defense 21, touch 15, flatfooted 20 (+1 Dex, +4 class, +6 equipment); BAB +5; Grap +8; Atk +8 melee (1d4+4, unarmed strike), or +7 ranged (2d8+2, M4 Carbine); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL none; SV Fort +6, Ref +4, Will +2; AP 3; Rep +0; Str 16, Dex 13, Con 14, Int 12, Wis 10, Cha 8.

**Occupation:** Military (Hide, Survival)

**Skills:** Climb +5, Drive +4, Hide -1, Jump +6, Knowledge (Tactics) +6, Listen +3, Spot +4, Survival +5, Swim +7

**Feats:** Armor Proficiency (light), Armor Proficiency (medium), Athletic, Combat Martial Arts, Double Tap, Personal Firearms Proficiency, Point Blank Shot

**Talents (Strong Hero):** Extreme Effort, Melee Smash

**Talents (Soldier):** Weapon Focus (M4 Carbine), Weapon Specialization (M4 Carbine)

**Possessions:** Tactical Vest, M4 Carbine, 50 rounds of 5.56mm ammunition

## Strong Soldier 7

**Strong Soldier 7 (Strong Hero 3/Soldier 4):** CR 7; Medium-size humanoid; HD 3d8+6 plus 4d10+8; HP 50; Mas 14; Init +1; Spd 25 ft; Defense 21, touch 15, flatfooted 20 (+1 Dex, +4 class, +6 equipment); BAB +6; Grap +9; Atk +9 melee (1d4+4, unarmed strike), or +8 ranged (2d8+2, M4 Carbine); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL none; SV Fort +6, Ref +4, Will +2; AP 3; Rep +0; Str 16, Dex 13, Con 14, Int 12, Wis 10, Cha 8.

**Occupation:** Military (Hide, Survival)

**Skills:** Climb +5, Drive +5, Hide +1, Jump +6, Knowledge (Tactics) +7, Listen +4, Spot +4, Survival +6, Swim +7

**Feats:** Armor Proficiency (light), Armor Proficiency (medium), Athletic, Combat Martial Arts, Double Tap, Personal Firearms Proficiency, Point Blank Shot

**Talents (Strong Hero):** Extreme Effort, Melee Smash

**Talents (Soldier):** Weapon Focus (M4 Carbine), Weapon Specialization (M4 Carbine), Tactical Aid

**Possessions:** Tactical Vest, M4 Carbine, 50 rounds of 5.56mm ammunition

## Strong Soldier 8

**Strong Soldier 8 (Strong Hero 3/Soldier 5):** CR 8; Medium-size humanoid; HD 3d8+6 plus 5d10+10; HP 58; Mas 14; Init +2; Spd 25 ft; Defense 23, touch 17, flatfooted 21 (+2 Dex, +5 class, +6 equipment); BAB +6; Grap +9; Atk +9 melee (1d4+4, unarmed strike), or +9 ranged (2d8+2, M4 Carbine); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL none; SV Fort +7, Ref +6, Will +2; AP 4; Rep +1; Str 16, Dex 14, Con 14, Int 12, Wis 10, Cha 8.

**Occupation:** Military (Hide, Survival)

**Skills:** Climb +5, Drive +7, Hide +3, Jump +7, Knowledge (Tactics) +8, Listen +4, Spot +4, Survival +7, Swim +8

**Feats:** Armor Proficiency (light), Armor Proficiency (medium), Athletic, Combat Martial Arts, Double Tap, Personal Firearms Proficiency, Point Blank Shot

**Talents (Strong Hero):** Extreme Effort, Melee Smash

**Talents (Soldier):** Weapon Focus (M4 Carbine), Weapon Specialization (M4 Carbine), Tactical Aid, Improved Critical

**Possessions:** Tactical Vest, M4 Carbine, 50 rounds of 5.56mm ammunition

## Strong Soldier 9

**Strong Soldier 9 (Strong Hero 3/Soldier 6):** CR 9; Medium-size humanoid; HD 3d8+6 plus 6d10+12; HP 65; Mas 14; Init +2; Spd 25 ft; Defense 23, touch 17, flatfooted 21 (+2 Dex, +5 class, +6 equipment); BAB +7; Grap +10; Atk +10 melee (1d4+4/19-20, unarmed strike), or +10 ranged (2d8+2/19-20, M4 Carbine); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL none; SV Fort +7, Ref +6, Will +3; AP 4; Rep +1; Str 16, Dex 14, Con 14, Int 12, Wis 10, Cha 8.

**Occupation:** Military (Hide, Survival)

**Skills:** Climb +5, Demolitions +3, Drive +7, Hide +4, Jump +8, Knowledge (Tactics) +9, Listen +4, Spot +4, Survival +7, Swim +9

**Feats:** Advanced Firearms Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Athletic, Combat Martial Arts, Double Tap, Improved Combat Martial Arts, Personal Firearms Proficiency, Point Blank Shot

**Talents (Strong Hero):** Extreme Effort, Melee Smash

**Talents (Soldier):** Weapon Focus (M4 Carbine), Weapon Specialization (M4 Carbine), Tactical Aid, Improved Critical

**Possessions:** Tactical Vest, M4 Carbine, 50 rounds of 5.56mm ammunition

## Strong Soldier 10

**Strong Soldier 10 (Strong Hero 3/Soldier 7):** CR 10; Medium-size humanoid; HD 3d8+6 plus 7d10+14; HP 73; Mas 14; Init +4; Spd 25 ft; Defense 24, touch 18, flatfooted 22 (+2 Dex, +6 class, +6 equipment); BAB +8; Grap +11; Atk +11 melee (1d4+4/19-20, unarmed strike), or +11 ranged (2d8+2/19-20, M4 Carbine); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL none; SV Fort +8, Ref +7, Will +3; AP 5; Rep +1; Str 16, Dex 14, Con 14, Int 12, Wis 10, Cha 8.

**Occupation:** Military (Hide, Survival)

**Skills:** Climb +5, Demolitions +4, Drive +8, Hide +5, Jump +8, Knowledge (Tactics) +9, Listen +5, Spot +5, Survival +8, Swim +9

**Feats:** Advanced Firearms Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Athletic, Combat Martial Arts, Double Tap, Improved Combat Martial Arts, Personal Firearms Proficiency, Point Blank Shot

**Talents (Strong Hero):** Extreme Effort, Melee Smash

**Talents (Soldier):** Weapon Focus (M4 Carbine), Weapon Specialization (M4 Carbine), Tactical Aid, Improved Critical, Improved Reaction

**Possessions:** Tactical Vest, M4 Carbine, 50 rounds of 5.56mm ammunition

## Strong Soldier 11

**Strong Soldier 11 (Strong Hero 3/Soldier 8):** CR 11; Medium-size humanoid; HD 3d8+6 plus 8d10+16; HP 80; Mas 14; Init +4; Spd 25 ft; Defense 24, touch 18, flatfooted 22 (+2 Dex, +6 class, +6 equipment); BAB +9; Grap +12; Atk +12 melee (1d4+4/19-20, unarmed strike), or +12 ranged (2d8+4/19-20, M4 Carbine); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL none; SV Fort +8, Ref +7, Will +3; AP 5; Rep +1; Str 16, Dex 14, Con 14, Int 12, Wis 10, Cha 8.

**Occupation:** Military (Hide, Survival)

**Skills:** Climb +5, Demolitions +5, Drive +8, Hide +5, Jump +9, Knowledge (Tactics) +10, Listen +6, Spot +6, Survival +8, Swim +10

**Feats:** Advanced Firearms Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Athletic, Combat Martial Arts, Double Tap, Improved Combat Martial Arts, Personal Firearms Proficiency, Point Blank Shot

**Talents (Strong Hero):** Extreme Effort, Melee Smash

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*Modern NPC Matrux: Soldiers* 2005, RPGObjects; Author Chris Davis

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