



IMPERIAL SHOCK TROOPER PRESTIGE CLASS:

Imperial Shock Troopers are the best of the best, chosen for their ability, their loyalty and their total and complete dedication to the Dragon Empire, following their commanding officers orders without question. Once accepted, they are given Gene Therapy to turn them slowly into ultimate fighting machines. Providing them super human strength, heightened reflexes, great fortitude, toughened epidermis, heightened sense, increased regenerative capability and the ability to shrug off wounds, which would otherwise kill a lesser person.

In the Dragon Empire the sight of these Powered armoured troopers instils fear in their enemies, and pride in the citizens they defend, they are the pride of the Imperial Army. Their skills are unmatched, there loyalty beyond reproach, they obey without complaint crushing enemies and threats underfoot with ease.

Hit Die: d10

Requirements

To qualify to become a Shock Trooper, a character must fulfil all of the following criteria:

- **Feats:** Combat Reflexes, Iron Will, Power attack, Armor Proficiency Powered, Point Blank shot, Precise Shot, Rapid Shot, Autofire and Crack shot.
- **Base Attack:** +10
- **Skills:** Spot 4 ranks, Listen 4 ranks, Move Silent 2 ranks, Hide 2 ranks,
- **Special:** A candidate must be Chosen to become a Shock Trooper, and must be loyal to the Dragon Empire. Must have Strength, Dexterity and Constitution all of at least 13+ as only the fittest, strongest and most agile are considered.
- **Alignment:** Any non Chaotic

Class Skills

The Shock Trooper's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Freefall (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Profession (Wis), Spot (Wis), Swim (Str), and Tumble (Dex).

Skill Points at Each Level: 3 + Int modifier.

Class Features

All the following are class features of the Shock Trooper prestige class:

- **Weapon and Armor Proficiency:** A Shock Trooper is proficient with all high tech simple and martial weapons and all light, medium and heavy armor.
- **Power Armor:** At 1st level a Shock Trooper is given a suit of Imperial Power Armor, this is their suit, they are responsible for it's maintenance and repair, no other trooper is permitted to use this armor. The Shock Trooper is usually given sufficient Heavy Power Cells for any particular mission.
- **Hit Die Increase (d12):** When a candidate first becomes a Shock Trooper they are prepared to undergo the Gene Therapy process, the effect of this increases their hit dice to a d12 from that point onwards.





- **Gene Therapy:** As part of being a Shock Trooper, the subject is put through a number of Gene Therapy treatments as their career progresses, which restructures and combines their genetic makeup into improved forms, granting them near supernatural level attributes. At 2nd level they receive a +2 enhancement to Strength, and gain a +1 natural armor bonus. At 4th level they receive a further +2 enhancement to Strength and their natural armor becomes +2. Upon reaching 6th level they receive a +2 enhancement to Constitution and their Natural armor bonus increases to +3. By 8th level they receive a +2 enhancement bonus to Dexterity, and the natural armor increases to +4. Finally at level 10 the last lot of Gene therapy is performed and the Shock Trooper receives a +2 enhancement to Constitution and natural armor increases to +5. This means by 10th level as a Shock Trooper the total bonus received will be +4 Str, +4 Con, +2 Dex, and a natural armor of +5.
- **Darkvision:** At 2nd level the Genetic alterations allow the shock Troopers eyes to perform naturally as if they had Darkvision 60 feet. If the Shock Trooper had Darkvision to begin with, it improves the range to 90 feet.
- **Uncanny Dodge:** At 3rd level a Shock Trooper can retain Dex bonus to Ac in situations where it would normally be lost such as being caught flat footed, or being hit by an invisible being. At 8th level the Shock Trooper can no longer be flanked,.
- **Dead Aim (Su):** The Shock Trooper at 3rd level can as a full round action, fire a single shot with a firearm that ignores any AC bonuses for cover and any miss chance for concealment, as long as the target has less than total cover or concealment.
- **Fast Heal:** Beginning from 5th level the Shocks Troopers anatomy is now so changed that it is now capable of repairing all but the most serious wounds very quickly, granting them Fast Heal 1, this cannot be used to reattach or regrows lost limbs or bring back from the dead though. At 10th this increases to Fast Heal 2.
- **Damage Resistance:** A Shock Trooper becomes increasingly resistant to damage in the form of Damage resistance. At 5th level they gain DR 3/+1, at 7th it becomes 5/+2, and finally at 9th it becomes 7/+3.

The Imperial Shock Trooper

Level	Attack	Fort	Ref	Will	Special
1 st	+1	+2	+2	+0	Power Armor, Hit Die Increase (d12)
2 nd	+2	+3	+3	+0	Gene Therapy 1 (+2 Str, +1 natural armor), Darkvision
3 rd	+3	+3	+3	+1	Uncanny Dodge (Dex bonus to Ac), Dead Aim
4 th	+4	+4	+4	+1	Gene Therapy 2 (+2 Str, +2 natural armor)
5 th	+5	+4	+4	+1	Fast Heal 1, Damage resistance 3/+1
6 th	+6	+5	+5	+2	Gene Therapy 3 (+2 Con, +3 natural armor)
7 th	+7	+5	+5	+2	Damage resistance 5/+2
8 th	+8	+6	+6	+2	Uncanny dodge (not be flanked), Gene Therapy 4 (+2 Dex, +4 natural armor)
9 th	+9	+6	+6	+3	Damage resistance 7/+3
10 th	+10	+7	+7	+3	Fast Heal 2, Gene Therapy 5 (+2 Con, +5 natural armor)

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