

Breaching Marine

Converted from Bryan Steele's Signs & Portents article

Hard as nails, cold as vacuum and as relentless as gravity itself, breaching pod marines are the first wave to blast through an enemy hull and take the first steps into hostile territory. Sometimes called 'ten second titans', the average lifespan of a marine taking first breach into an enemy ship is 10.2 seconds. They are expected to push in as far as it takes, through any (and all) obstacles, to set up a secure (the term being used extremely loosely depending on the breach) position for the rest of the unit to enter safely behind them.

Breaching marines use high yield, heavy duty assault weaponry - heavier than some GROPOS equivalents. They are trained to fight in zero-G, ranged and melee combat in the knowledge that no set plan will stand unchanged once that maglock sets and the breaching charge burns through. There is a saying among Earthforce breaching marines: 'Start praying when you hear the charge blow, and if you make it all the way to Amen, you might just live to see tomorrow.'

Requirements

To qualify to become a Breaching Marine, a character must fulfil all the following criteria:

Abilities: Con 13+

Attack Bonus: +5 or higher

Skills: Concentration 8 ranks, Survival 8 ranks, Technical (any) 8 ranks

Feats: Improved Initiative, Nerves of Steel, Weapon Proficiency (at least 3)

Influence: Any Military 8+

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defense Bonus	Special
1	+1	+0	+1	+1	+1	Marine Weapons, Breach Reaction, Zero-G Training
2	+2	+0	+1	+1	+2	Bonus Feat
3	+3	+0	+1	+1	+2	Take Cover +1
4	+4	+1	+2	+2	+3	Bonus Feat
5	+5	+1	+2	+2	+4	Take Cover +2
6	+6/+1	+1	+2	+2	+4	Bonus Feat
7	+7/+2	+2	+3	+3	+5	Storm as One
8	+8/+3	+2	+3	+3	+6	Bonus Feat
9	+9/+4	+2	+3	+3	+6	Take Cover +3
10	+10/+5	+3	+4	+4	+7	Unyielding Assault

Class Skills

The Breaching Marine's class skills (and the key ability for each skill) are: Acrobatics (Dex), Athletics (Str), Concentration (Con), Intimidate (Cha), Knowledge (spacecraft) (Int), Survival (Wis), Notice (Wis), Operations (any), Technical (any) (Int).

Skill Points at each level: 2 + Int modifier

Class Features

All of the following are class features of the Breaching Marine prestige class.

Hit Points Per Level: 3

Marine Weapons: At 1st level, the Breaching Marine is thoroughly trained with the use of specialty weaponry designed for a Marine's use. They gain the all Weapon Proficiencies available including spacecraft weapons for free. Additionally, he gains a Weapons Focus feat of his choice as well as a Weapons Specialization.

Breach Reaction: At 1st level, the Breaching Marine is taught how to properly board a possibly hostile ship through the use of a breaching pod or magnetic umbilical. Because of this, the Marine receives a +4 circumstance bonus to Initiative and +2 circumstance bonus to attack rolls on the initial round of combat following a successful breach (or similar situation – GM's discretion).

Zero-G Training: At 1st level, the Breaching Marine learns how to deal with combat in a situation where the artificial gravity of a target ship could be non-functioning. Breaching Marines ignore any penalties to their Dexterity for low- or zero-gravity situations.

Bonus Feat: At 2nd, 4th, 6th and 8th, the Breaching Marine gains a bonus feat, selected from the following list:

Alertness, Armor Familiarity, Blind Fight, Brawler, Combat Expertise, Die Hard, Dodge, Elite GROPOS, Endurance, Exotic Weapons Proficiency, Far Shot, Great Fortitude, Harm's Way, Improved Critical, Improved Feint, Improved Critical, Improved Two-Weapon Fighting, Inspirational Combatant, Iron Will, Legendary GROPOS, Lightning Reflexes, Lightning Reload, Martial Arts, Precise Shot, Toughness, Two Weapon Fighting, Veteran GROPOS, Weapon Focus, Weapon Specialization

Take Cover: Marines must take advantage of the slightest defensive positions they can when entering an unknown area. At 3rd level, the Breaching Marine learns to take better advantage of local surroundings and add a +1 bonus to their Defensive Value while taking any bonus from Cover. This bonus increases to +2 and +3 at 5th and 9th levels respectively.

Storm as One: At 7th level, the Breaching Marine learns to use his fellow squad mates (or happenstance allies) and their actions for support of his own. The marine may postpone his own action in combat in favor of garnering support from a friendly character. Acting on the other character's initiative, the Breaching Marine may apply one of the following affects - as long as both characters attack the same target.

- Ignore up to half of the target's Defence Value bonus from Cover.
- Add +1 to damage rolls for each friendly character acting on this initiative at the same target.
- Add your Base Attack Bonus to all Intimidate skill checks against your target this round.

Note: Multiple Breaching Marines may use Storm as One on the lowest initiative if they choose to.

Unyielding Assault: At 10th level, the Breaching Marine is a veteran ship assaulter and an unstoppable juggernaut in the heat of battle. For a number of rounds equal to the marine's Constitution score modifier, the marine's Damage Reduction (including that gained from armor) is half again (round up) higher. This modifier goes into effect on the first round of any combat automatically.