

# STRIDER

STAMINA POINTS  
6 + Constitution Mod.

6 HP

Some claim to be warriors. Some claim to be shadows in the night. But none can truly claim to be a Strider. Striders are mercenaries that follow a creed to maintain their contractor's identity a secret even after the contracts end. And while Striders are very mercenary in the jobs they take on, many are fairly ethical and do not support despots, thugs, warmongers, and more seedier types. Though those that run on a less ethical path don't care much about who they take work from.

## KEY ABILITY SCORE

Your Dexterity helps with a great many things that a strider is capable of doing ranging from acrobatic feats to deflecting attacks with their "cypher sword". All other stats are equally important to a strider and help them to cover different skill sets and requirements for missions that they take on.

## CLASS SKILLS

Skill Ranks per Level  
6 + Intelligence Modifier

Acrobatics (DEX)	Perception (WIS)
Athletics (STR)	Profession (CHA, INT, or WIS)
Bluff (CHA)	Sense Motive (WIS)
Computers (INT)	Sleight of Hand (DEX)
Engineering (INT)	Survival (WIS)
Mysticism (WIS)	Stealth (DEX)

## PROFICIENCIES

### ARMOR PROFICIENCIES

Light Armor

### WEAPON PROFICIENCIES

Basic and Advanced Melee Weapons, Small Arms, Grenades



Class Level	BAB	Fort Save	Reflex Save	Will Save	Class Features
1	+0	+1	+1	+1	Special A-Class, Harness Plasma
2	+1	+1	+1	+1	Armor Discipline, Uncanny Agility
3	+2	+1	+1	+1	Strider Techniques
4	+3	+2	+2	+2	Option Summon
5	+3	+2	+2	+2	Hypersonic, Strider Techniques
6	+4	+3	+3	+3	Plasma Form
7	+5	+3	+3	+3	Strider Techniques
8	+6	+3	+3	+3	Option Summon
9	+6	+4	+4	+4	Plasma Form
10	+7	+4	+4	+4	Clone Technique
11	+8	+5	+5	+5	Strider Techniques
12	+9	+5	+5	+5	Option Summon, Plasma Form
13	+9	+5	+5	+5	Teleport
14	+10	+6	+6	+6	Fall Breaker
15	+11	+6	+6	+6	Strider Techniques, Plasma Form
16	+12	+7	+7	+7	Option Summon
17	+12	+7	+7	+7	Extended Strike
18	+13	+7	+7	+7	Plasma Form
19	+14	+8	+8	+8	Strider Techniques
20	+15	+8	+8	+8	Ragnarök

## SPECIAL-A CLASS (EX)

A Strider who is of the Special-A Class is a rank above others in the Strider organization. As a Strider of this rank your physical capabilities and skills beyond that of normal people. Each Strider has different skill sets and capabilities and often focus their advanced training on developing these traits. Choose 2 of the following options to make up part of your Special-A Class capability set. Every 3 levels you can choose one new capability which can add to an existing capability.

- Speedy Movement: Increase your ground speed by 10ft. However, you must be wearing no armor or at most light armor to use this.
- Throwing Arts: The range at which you can throw appropriate weapons/objects is increased by 10ft.
- Focused Fighting Arts: Choose a weapon that you are proficient with and apply a +1 to attack rolls made with it. When taken again this applies to a new weapon.
- Unarmed Arts: When unarmed you are treated as if you were armed. Your base unarmed damage is 1d4 instead of 1d3. If taken again you add an additional 1d4 to the damage you roll.
- Heightened Strength: Your Bulk limit for your Strength score is increased by 2. You also deal +1 damage with melee attacks.
- Heightened Dexterity: Add a +1 to your Reflex Saving throws vs. AOE based attacks.
- Heightened Constitution: You gain a +1 to Fort Saves vs. Poison's & Diseases.
- Heightened Intelligence: You may choose an INT based class skill of yours that you do not have ranks in to gain 2 ranks in, or if you have all of your INT based skill with ranks in them you may instead apply a +1 to a single chosen skill.

- **Heightened Wisdom:** You are not easily caught off guard or unaware. You gain a +1 to Skill rolls made to detect traps or ambushes by others.
- **Heightened Charisma:** You are very personable and know how to interact with others. You gain a +1 to a single chosen CHA based skill.

## HARNESS PLASMA (SU)

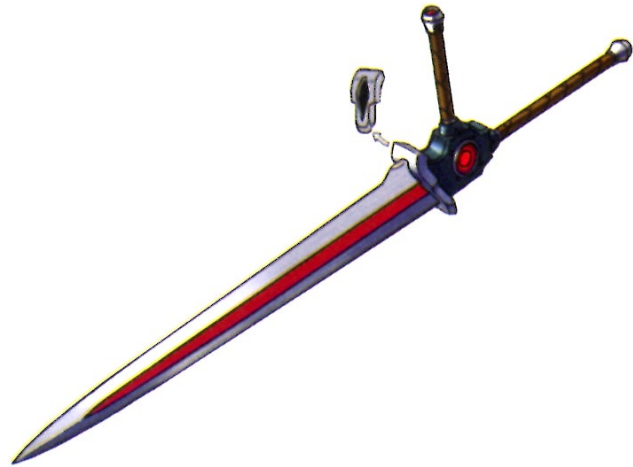
At level 1 Striders possess the special ability to create and channel plasma (electricity & heat), and thus make use of various specialized pieces of equipment that they are taught how to make so that they can make full use of this capability. All Strider's start with the ability to channel the plasma energy, and as time goes on, they learn how to enhance and generate more plasma. Channeling plasma is done in one of the below noted ways, but they can only be done one at a time.

- **Cypher Plasma Sword:** This dual handled sword is designed to be wielded with one or two hands in a more traditional way, or with one hand in a method meant to allow for speed and precision, as well as improved guarding when used for this purpose. When the blade is swung it often leaves a distortion in the space it passes through. Plasma channeled through the cypher sword makes the damage it deals Fire based when used for this purpose instead of the standard damage type. Every 5 levels the Strider also deals an additional d8 in damage when using the weapon. This extra damage applies to only a single attack.
- **Plasma Catapult:** A Strider possesses the ability to expel plasma in a manner that allows for quick actions and movements. The released plasma for the catapult is focused through the feet to propel the Strider in the direction they intend. Accelerated motion allows the character to either increase their base ground movement by 20ft, or if jumping you may add 10ft to the amount of remaining movement you have. The alternative use for this is to allow you to change direction of a jump in mid air and move the extra 10ft in that direction instead of just going for height/distance.
- **Plasma Kunai:** The Strider can generate throwing blades known as kunai that are bolts of plasma that are hurled at enemies. The damage is 1d4 fire & electric damage with the damage increasing by 1d6 at levels 5, 10, 15, and 20. On a critical hit you apply Burn 1d6 to the target (damage for this increase's at level 9, and 18 by 1d6). The range of these is thrown (20ft).
- **Custom Weapon:** The Strider has chosen to break from tradition and is making use of their own custom weapon. This is any weapon in the book that the Strider would be proficient with, one weapon is modified by the Strider (taking 1 hour) to work with their plasma channeling abilities. This essentially grants the same benefits of the Cypher Plasma Sword for the other weapon. However, the damage bonus is a d6 with ranged weapons. The Strider can only have 1 custom weapon at a time that is modified for this. Any Strider feature that provides benefits for the cypher sword also apply to the custom weapon if the strider has one in stead of their cypher.

**NOTE:** Cyphers are not commonly available swords for people to use. They are specially made for Striders and are often made by the Strider operative themselves as part of their training. While a normal person could use the sword to some degree, only a Strider can use the weapon to its full potential. The price of the weapon is a measure of its value and possible cost to craft. The swords tonfa like design makes it well adapted at making quick slashes & plunging strikes, but it also makes it incredibly well suited for guarding against other melee attacks, using either hilt and its own blade to guard with.

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The swords have some electronics in them, but they are protected against EMP's and many things that would affect tech-based weapons. This is due to the fact that they are more or less analog weapons until the Strider applies their plasma channeling abilities to them. Only Striders can make use of the weapon's block special due to their training with the weapon, though anyone that puts in months of training could also learn to make use of the block special for the weapon, but this is left up to the GM.



A cypher is wielded in a tonfa like fashion with the blade swung out from the body and what would be the primary hilt laying along the forearm. The sword can be wielded by its primary hilt with one hand or in a two-handed fashion. If used with 2 hands you can up the damage dice type to d10's instead of d8's, but you lose out on speed doing this and cannot make use of the swords blocking capacity.

1-Handed Weapons	Level	Price	Damage	Critical	Bulk	Special
Cypher Mark 1	1	500	1d8 S	---	1	Block (Striders Only)
Cypher Mark 2	6	9,750	2d8 S	---	1	Block (Striders Only)
Cypher Mark 3	12	24,625	4d8 S	Severe Wound	1	Block (Striders Only)
Cypher Mark 4	18	299,250	8d8 S	Severe Wound	1	Block (Striders Only)

It should also be noted that Cyphers cannot become fusion weapons. The technology that allows them to channel a Strider's abilities interferes with such magics.

### ARMOR DISCIPLINE (EX)

At level 2, Striders develop a capability of altering and adjusting armor to fit with their life style, so that it doesn't inhibit their movement as it normally would as well as being comfortable enough to rest in for some lengths of time. Armor check penalties for any light armor worn by the Strider is reduced by 1. The Strider also adds 1 additional Up-Grade Slot to the armor. Finally, the armor's Max DEX Bonus allowed is increased by 1 as well. These adjustments can only be made to the armor that the Strider is wearing and not another person's. It takes 6hrs to make these adjustments to a suit of armor, but you could make more than one suit for your use if you needed to.

### UNCANNY AGILITY (EX)

This is the same class feature that the Operator has on page 94.

## STRIDER TECHNIQUES

At 3<sup>rd</sup> level the Strider comes into the development of special techniques that pertain to their trade. At this level the character may choose 2 special techniques that they can use. Another two techniques can be gained at levels 5, 7, 11, 15, and 19. Each option can only be taken once, unless an advanced option is present, but you must have taken the base technique first. Advanced options cannot be selected until level 7.

- **Blend (SU):** The Strider uses a mystic technique that allows them to conceal their appearance and blend in with normal people or groups. To make use of this ability the character needs to use a full action. Once used, the Strider can maintain the disguise for 2 minutes per Strider level. Opponents that would be hostile toward the Strider will have to make a Will save before they can make a Perception skill roll to see through the illusion. After the ability is used the ability cannot be used again until an equal length of time has passed.
  - **Advanced Blend (SU):** The disguise can be maintained for 5 minutes per Strider Level instead of the normal 2. The length of time before this can be used again remains like that of the base Blend (2 minutes per Strider level).
- **Unarmed Plasma Strike (SU):** When fighting unarmed you can channel your plasma into your unarmed strikes. This is the same plasma damage bonus as to what you would apply to the custom weapon option under "Channel Plasma". The characters base unarmed damage die type is increased by 1 step.
  - **Advanced Unarmed Plasma Strike (SU):** Increase your base unarmed damage die type by one more step.
- **Studied Skill (EX):** If you spend 8hrs studying on a skill you gain an insight bonus of +2 to skill checks made with that skill. You don't have to apply this to a class skill. The bonus lasts until you want to apply it to a new skill (which of course takes another 8hrs to study up on).
- **Heightened Awareness (EX):** Your difficult to catch off guard. When subject to a surprise action, you apply a +2 to your Perception rolls to detect anything that could take a surprise action against you.
- **Nightvision (EX):** See Operative Class Feature, page 95.
- **Wide Slash (EX):** When two opponents are adjacent to each other you can make a single melee attack against both opponents. Make one melee attack roll and compare the result to the AC of both opponents. If the attack hits you deal damage to both opponents.
- **Blink of an Eye (EX):** When attacking with a cypher sword you can spend 1 Resolve Point as a reaction to reroll a missed attack roll with the weapon.
- **Espionage Expertise (EX):** When the character is engaging in an act of espionage (spying) you may apply a +2-insight bonus to applicable skill rolls made when engaging in this practice.
  - **Advanced Espionage Expertise (EX):** If you fail at one of these skill rolls you can spend a Resolve point to reroll the appropriate skill.
- **Shadow Warrior (EX):** Your highly skilled at not being seen. You gain a +2 to all of your Stealth skill rolls. You can move at your normal speed when hiding and suffer half the penalty for doing so.
  - **Advanced Shadow Warrior (SU):** If there are any shadows present you can use them to gain concealment even if the shadow would normally not be enough to do so. You also suffer no penalties to moving at your normal speed when hiding.
- **Adamant Will (EX):** The character's will is a fortress that is nigh impossible to break. You cannot be intimidated easily where in the opponent making an intimidation roll against you, sees the DC increased by 5. Additionally, when subjected to spells/powers that target a

character's mind (and require a Will Save), you gain a +2 bonus to your Will Save against the effect.

- **Bullet Throw (EX):** Any weapon you throw is done with proficiency even if it would be an improvised weapon for doing so. Weapons that you are already proficient with throwing have their throwing range doubled.
- **Recharge (SU):** The character is able to use their plasma abilities to recharge the power cells of the weapon or device they are using. This recharge's a normal one-handed & two-handed weapon power cells to full capacity. With heavy weapons and power armor the recharge is to half capacity. This can be used 2 times in a day.
  - **Advanced Recharge (SU):** This ability can be used an additional 2 times per day.

## OPTION SUMMON (SU)

At 4<sup>th</sup> level, Striders are all able create a hard-light projection device that can be set to one of 3 option types. These types are broken up to type's A, B, and C. Each type makes use of a single pool of HP and stats, but the over all function of each option for the projector is different. Note that if a number is gotten in decimal form, round down (even if this puts you at zero).



- **Stats:** The projector has the following stats.
  - **HP:** 5 x ½ the Strider's Level
  - **AC:** EAC & KAC are 10 + projection's DEX mod + ½ the Strider's Level
  - **Ability Scores:** Based upon the chosen type.
  - **Senses:** Darkvision 60ft, Low-Light Vision.
  - **Immunities:** Construct Immunities
  - **Saves:** Based upon the chosen type.
  - **BAB:** ½ the Strider's Level + STR or DEX Mod
  - **Speed:** Based upon the chosen type.
- **A-Type:** This type is a support-based type. Its purpose is to protect the user, provide support fire, and act as a support tool of some sort.
  - **Basic Stats**
    - **Ability Scores:** STR -1, DEX +5, CON ---, INT +0, WIS +0, CHA +0
      - These do not increase with level and remain constant.
    - **Saves:** REF (Strider's Level + DEX mod), FORT & WILL (1/2 Strider's level + CON/WIS modifier)
    - **Size:** Small
  - **Speed:** This is equal to the user's speed, but this is due to the fact that this option is always within 5ft of the user and stays within easy reach, so to speak, so that it can intercept attacks and thus act as a shield.
  - **Features:** The A-Type can have two of the following features.
    - **Point Defense Shield:** When deployed the Strider has a +2 to their AC scores vs. Ranged attacks.
    - **Ranged Fire Support:** Integrated Blaster (1d6+5 E)

- *Platform*: The A-Type can act as a platform that can support just the Strider and negates the Strider's fall if they should be falling or jumping down from a height. The platform will descend safely at the user's movement until they are within 5ft of the ground.
- *Wall*: The A-Type assumes a stationary position to provide the Strider with cover that they or their allies can fire from behind. This cover spans a 15ft wide span (or less).
- Skills: The A-Type does not possess any skills of its own but can function as a tool for a Strider to use to assist them in the use of their own skills. Choose one of the following skills that the A-Type grants a +2-equipment bonus toward:
  - *Computers*: The A-type has a built-in computer system that allows the Strider to use it as a computer terminal. Its tier is effectively ½ the Strider's level, but it cannot have any modules or upgrades added to it. It effectively has Firewall, and Lockout countermeasures.
  - *Engineering*: The A-Type can create hard-light tools for the Strider to use.
  - *Survival*: The A-Type has an active scanner that can assist the user in surviving in the outdoors by detecting water, finding edible vegetation, finding tracks & so forth.
- **B & C-Types**: These types are combat-based types. Its purpose is attack and potential transportation. Unlike the A-Type, these types are able to move well beyond the vicinity of the Strider, up to 1 mile away. The Strider is always in some form of contact with the type.
  - Basic Stats
    - *Type B Ability Scores*: STR +4, DEX +2, CON ---, INT +0, WIS +0, CHA +0
    - *Type C Ability Scores*: STR +2, DEX +4, CON ---, INT +0, WIS +0, CHA +0
      - These do not increase with level and remain constant.
    - *Type B Saves*: FORT (Strider's Level +4), REF & WILL (1/2 Strider's level + DEX/WIS modifier)
    - *Type C Saves*: REF (Strider's Level + DEX mod), FORT & WILL (1/2 Strider's level + CON/WIS modifier)
    - *Size*: Medium
  - Speed: 30ft, 300ft, 30mph
  - Features: The Type is often an animal form that is quick and hits hard. The B-Type has the following Features. One melee attack can be chosen, along with two other features.
    - *Melee, Claws*: 1d6+4 S
    - *Melee, Heavy Handed*: 1d4+4 B, can also grab and hold onto things and thus grapple.
    - *Melee, Hoof Beat*: 1d4+4 B, can trample a target.
    - *Ranged Fire Support*: Integrated Blaster (1d6+5 E)
    - *Ride Along*: The type can be ridden as a mount.
    - *Double Attack*: With its chosen melee attack, the type can make two attacks. Both attack rolls are made with a -4 to hit.
    - *Recon*: The type can make Perception rolls on your behalf. It acts as if it has binoculars and a laser microphone. It makes Perception rolls with a bonus of +10 + ½ your Strider Level. (The Strider has a device that allows them to view what is being seen by the type.)
    - *Flight*: The type is flight capable and its Speed is instead its flight speed, and gains Full 550ft, 65 mph (hover).

- *Climb*: The type can scale sheer surfaces and structures as if it had the proper climbing tools to do so, gaining a +2 bonus to skill rolls needed to do this.
- *Invisibility*: The type can make use of the Invisibility spell (pg 236). The spells effects are based off the Strider's level. It can use this spell a number of times per day equal 1/4<sup>th</sup> the Strider's level (no less than 1). The spell also only effects the Type and nothing else.

## HYPERSONIC (EX)

At level 5 the Strider is able to move, at least for short bursts of time, at hypersonic speeds. Another name for this is the after-image technique. During combat the Strider can, as a reaction, make use of the after-image technique. Until the start of their next turn the Strider can add half their level (rounded down) to their Reflex saving throws and both AC's. Alternatively, the Strider can choose to double their base speed for 1 minute which give them the added benefit of a +2 to their AC's as well. But the Strider cannot use both options at the same time. Hypersonic can be used a number of times per day equal to 1 per 5 character levels. You can also expend a resolve point to gain an additional use per day.

## PLASMA FORMS (SU)

At level 6 the Strider has learned to harness their plasma power in more focused and specialized ways. Whatever weapon they're wielding can be modified to handle channeling the plasma energy that Striders can wield. This modification takes only a few hours of work. On a cypher this modification isn't needed as it's inbuilt. The strider can choose one form at a time, gaining a new form every 3 levels. Only one plasma form can be used at a time. The Strider can modify up to 3 items that they can channel these abilities toward. This can include the Strider's Plasma Kuni, or Unarmed Plasma Strike. Plasma Forms can be used for a limited period of time after which they need to be recharged. A new form can be chosen every 3 levels until all options are gained.

- **Repel**: The Strider is able to repel attacks made against them in a manner to wielding a shield. The Strider, so long as they are wielding their modified weapon. This grants a +2 to KAC or EAC (chosen when used). If the weapon is their cypher, then they gain an additional +1. When in use the cypher, or other weapon crackles with electricity.
- **Burst**: The Strider channels plasma to increase the damage they would deal with the weapon. Damage of the weapon is fire based now (if it already isn't) and increases by 1 die type. And on a critical hit the weapon does Burn 2d12 in addition to any other critical effect that is used. If the weapon already does Burn on a critical then the damage is increased by 2d12. The weapon's damage type also switches to Fire. When in use the Cypher's blade or other blade heats up to a red glow, while any other weapon may have a barrel or similar part glow red hot.
- **Cryo**: The Strider is able to use their plasma energy in a reverse way, depleting heat and energy from a target. The weapon's damage increases by 1 die type and the damage types witches to Cold. On a critical hit, the weapon gains the Staggered effect in addition to any other effect it may already have.
- **Magnetic**: The Strider is able to channel their plasma energy to magnetize a target. If the target is hit with your attack, they gain a magnetization percentage (50%). If a ranged attack is then made and it is energy based it has a chance of being drawn to the magnetized target instead of going at you (roll percentiles to see if this happens, if it's over 50% the effect occurs). The attack gets a new attack roll against the magnetized target if the effect occurs. Once the effect on the



target is triggered it goes away even if the attack fails to hit. If you hit the target more than once on your turn then the chance stacks for 100%.

- **Stunner:** The Strider is able to use the more electrical aspects of their plasma energy on a target. Damage for the weapon is electrically based, and it gains the “stun” special effect.

## **CLONE TECHNIQUE (SU)**

At Level 10 the Strider gains the technique to create up to 3 clones of themselves. They mimic the motions of the original and are just as solid and real looking as the original. And during the Strider’s combat round the Strider clones aid the Strider in dealing an additional die of damage per clone still present (max of +3 dice of damage), but this damage is limited to melee damage only, ranged attacks are simulated but they don’t add to any actual damage you deal. If the Strider is successfully hit they can choose to substitute a clone to take the hit for them, but this will reduce their clone numbers by 1. The clones also stay adjacent to the Strider and move around them and through them to make it impossible to tell which is a clone and the real Strider. Abilities that see through illusions however will detect the real Strider, and they cannot change position with a clone to let them take the hit against opponents who have such abilities. The technique can be used 2 times per day.

## **TELEPORT (SU)**

At level 13 the Strider gains the ability to use the Teleport spell. When used normally the strider can only use the spell 2 times per day. The Strider can also spend 10 minutes to set up special runes that set up a teleportation tunnel between two locations. This tunnel can only be traversed by Striders and those that they bring with them. The limitation for this is that the tunnel must be set up outdoors on both ends. This tunnel doesn’t pay mind to the times per day limit, but it does leave the Strider exposed if an ambush is set up on one end or the other. The number of tunnels that a Strider can have is limited to 1 + Their WIS modifier (no less than 1 possible). If a new tunnel is made that exceeds the number that the Strider has then one of the other tunnels (the Strider’s choice) is closed (its runes crack, fading and disintegrating). Establishing a tunnel initially counts as a single use of the spell.

## **FALL BREAKER (EX)**

At level 14 the Strider possess skills and mystic capabilities that allow them to survive falls from impossible heights (yes even if they purposely jump or drop down form a height). The Strider is able to reduce the damage of the fall dice they would take by 1 per 2 levels they have as a Strider. They may also further reduce the damage by making an Acrobatics roll with a DC of 15 +1 per die of damage they would take.

## **EXTENDED STRIKE (EX)**

At level 17 the Strider’s can use their cypher (or custom weapon) with greater range. Their melee attacks are treated as if the character had reach 2. If this is a ranged attack from their custom weapon, then the range of said weapon is increased by an extra 20ft.

## **RAGNAROK (SU)**

At level 20, as a full action you designate one or multiple targets to be the target of this super-human attack. The Strider teleports rapidly from one spot to another swooping in and unleashing an attack from a multitude of unpredictable directions. As a full attack you can make your first attack at no penalty, each additional attack made there after is at a cumulative -2 penalty (instead of the normal Full Attack rule). You can continue to make attacks so long as your attack rolls hit. If you miss an attack roll the chain ends, but this is only after you have made a minimum of 2 attacks. This ability can only be used once per day. Each attack can be made against the same target or against different targets.