

Tank

The Tank is an unstoppable fortress. Able to withstand massive attacks due to his expertise in armour, and return fire due to his mastery of heavy weapons, the Tank is unmatched in defensive ability.

Select this advanced class if you want your character to be an expert at using armour effectively.

The fastest path into this advanced class is from the Tough hero basic class, though other paths are possible.

REQUIREMENTS

To qualify to become a Tank, a character must fulfil the following criteria.

Base Attack Bonus: +2

Skills: Concentration 6 ranks

Feats: Armour Proficiency (medium)

Class Information

The following information pertains to the Tank advanced class.

Hit die

The Tank gains 1d12 hit points per level. The character's Constitution modifier applies.

Action points

The Tank gains a number of action points equal to 6+ one-half his character level, rounded down, every time he attains a new level in this class.

Class Skills

The Tank's class skills (and the key ability for each skill) are: Concentration (Con), Craft (mechanical, structural), Demolitions (Int), Drive (Dex), Intimidate (Cha), Knowledge (current events, popular culture, streetwise, tactics) (Int), Listen (Wis), Profession (Wis), Read/Write Language (none), Speak Language (none), Spot (Wis), Survival (Wis)

Skill Points at Each Level: 3 + Int modifier.

Table: The Tank

<u>Class Level</u>	<u>Base Attack Bonus</u>	<u>Fort Save</u>	<u>Ref Save</u>	<u>Will Save</u>	<u>Special</u>	<u>Defense Bonus</u>	<u>Reputation Bonus</u>
1st	+0	+2	+0	+0	Armour use	+1	+0
2nd	+1	+3	+0	+0	Armoured movement	+1	+0
3rd	+2	+3	+1	+1	Bonus feat	+2	+1
4th	+3	+4	+1	+1	Improved armour use	+2	+1
5th	+3	+4	+1	+1	Steady grip	+3	+1
6th	+4	+5	+2	+2	Bonus feat	+3	+2
7th	+5	+5	+2	+2	Advanced armour use	+4	+2
8th	+6	+6	+2	+2	Improved armoured movement	+4	+2
9th	+6	+6	+3	+3	Bonus feat	+5	+3
10th	+7	+7	+3	+3	Rock solid	+5	+3

CLASS FEATURES

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

Armour Use

A Tank is able to ignore the bulkiness of his armour. He increases both the Maximum Dex Bonus and Armour Penalty of any armour he wears by +1. Note that this cannot increase Armour Penalty above -0. In addition, the equipment bonus he receives from any armour increases by +1.

Armoured Movement

At 2nd level, a Tank is proficient in moving in armour. He reduces all movement penalties for wearing armour by 5 feet. Note that encumbrance affects him normally.

Bonus Feats

At 3rd, 6th, and 9th level, the Tank gets a bonus feat. The bonus feat must be selected from the following list, and the Tank must meet all the prerequisites of the feat to select it.

Advanced Firearms Proficiency, Armour Proficiency (heavy), Brawl, Burst Fire, Combat Expertise, Dodge, Double Tap, Exotic Firearms Proficiency, Frightful Presence, Improved Brawl, Improved Damage Threshold, Improved Knockout Punch, Knockout Punch, Personal Firearms Proficiency, Point Black Shot

Improved Armour Use

At 4th level, a Tank is further able to ignore the bulkiness of his armour. He increases both the Maximum Dex Bonus and Armour Penalty of any armour he wears by an additional +1, for a total of +2. Note that this still cannot increase Armour Penalty above -0. In addition, the equipment bonus he receives from any medium or heavy armour increases by an additional +1 (to +2).

Steady Grip

At 5th level, a Tank becomes better able to resist recoil and force. Halve the penalties to attack from both the Double-Tap and Burst Fire feats to -1 and -2 respectively. Also, he gains a +2 competence bonus on bull-rush, disarm, grapple and trip attempts, and on checks to oppose such attempts.

Advanced Armour Use

At 7th level, a Tank is able to ignore much of the bulkiness of his armour. He increases both the Maximum Dex Bonus and Armour Penalty of any armour he wears by an additional +1, for a total of +3. Note that this still cannot increase Armour Penalty above -0. In addition, the equipment bonus he receives from any heavy armour increases by an additional +1 (to +3).

Improved Armoured Movement

At 8th level, a Tank is more proficient in moving in armour. He reduces all movement penalties for wearing armour by another 5 feet, to a total of 10 feet. Note that encumbrance still affects him normally.

Rock Solid

At 10th level, a Tank becomes nearly immovable. His competence bonus on bull-rush, disarm, grapple and trip attempts, and on checks to opposing such attempts increases to +4. Also, he may wield weapons as if he were one size-category larger.