



**Allegiance:** Active Duty (U.S. Army).

**Skills:** Communications Operation 5 Ranks, Pilot 10 Ranks.

**Feats:** Teamwork (U.S. Army).

**Advanced Training:** MOS Pilot Skill Level 2, Jump School.

### CLASS INFORMATION

The following features pertain to the SOAR Prestige class.

**Hit Die:** 1d6.

**Action Points:** 6 + ½ character level, rounded down.

**Class Skills:** The SOAR class skills are as follows: Air Traffic Control, Climb, Communications Operation, Jump, Knowledge (Tactics), Navigate, Paraprop, Pilot,

Repair, Spot, Survival, Use Rope.

**Skill Points per Level:** 9 + Intelligence modifier.

## ARMY 160<sup>TH</sup> SOAR

(Special Operations Aviation Regiment)

SOAR's job is to provide air support, insertion, and extraction to Army Special Operations personnel. This unit has a number of utility and attack helicopters at its disposal. SOAR's nickname is the Nighthawks, and their motto is "The Nighthawks never quit". This unit fills the same role as the Air Force's Special Operations Command unit, which provides air support for the Special Operations units of any branch of service. Characters wishing to join that unit may use the class information listed below.

### REQUIREMENTS

To qualify for SOAR, a character must meet the following criteria.

### CLASS FEATURES

The following features pertain to the SOAR prestige class.

**Strafing:** When the character attacks forces on the ground from the air, he gains the listed bonus to hit.

**Air Support:** Specially trained in combined arms operations, and in particular support of forces on the ground, SOAR pilots provide an increased bonus when providing air support.

**Bonus Feat:** Combat Pilot, Cover Fire, Exotic Firearms Proficiency, Sharpshooter, Weapon Focus

The character must meet all prerequisites for any feat taken as a bonus feat.

TABLE 1-4: ARMY 160<sup>TH</sup> SOAR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 <sup>st</sup>	+0	+0	+2	+0	Strafing +1	+1	+0
2 <sup>nd</sup>	+1	+0	+3	+0	Air Support +3	+1	+0
3 <sup>rd</sup>	+2	+1	+3	+1	Bonus Feat	+2	+0
4 <sup>th</sup>	+3	+1	+4	+1	Strafing +2	+2	+1
5 <sup>th</sup>	+3	+1	+4	+1	Air Support +4	+3	+1

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