

Juggernaut

Some see the shindroid race as soldiers, built and trained, to follow orders and march into the face of certain death. While this is not true for all shindroid, many do follow that path and none do it more readily than the juggernaut. As a machine of war, the juggernaut is deadly combination of nearly unstoppable force and fierce battle-hardened skill. Known for charging into enemy lines, or through enemy barricades, the juggernaut is devastating in his ability to bring the battle to his foes.

The juggernaut is an archetype of the knight class, available only to shindroid knights.

Armor Spikes (Ex): At 1st level, a juggernaut grows armor spikes and gains proficiency in his use as a weapon. These adamantine armor spikes deal 1d6 points of piercing damage on a successful grapple combat maneuver. While the spikes can't be removed, they can be affected by spells like any other weapon. At 5th level, the damage these armor spikes deal increases to 1d8.

This ability replaces defend ally.

Juggernaut Armor (Ex): Also at 1st level, a juggernaut gains a +2 enhancement bonus to natural armor. Every four levels thereafter (5th, 9th, 13th, and 17th), this enhancement bonus increases by +2.

This ability replaces defensive stance.

Bull Rush Mastery: At 2nd level, the juggernaut gains Improved Bull Rush feat. He also gains Greater Bull Rush feat at 7th level, and Bull Rush Strike feat at 14th level. If the juggernaut already has these feats, he may take another Combat feat that he must meet the prerequisites for.

This ability replaces stand firm, shield ally, and improved shield ally.

Construct Momentum (Ex): Starting at 3rd level, a juggernaut gains an extra +1 bonus on its attack roll when making a charge. At 7th level and every four levels thereafter, this extra bonus increases by +1 (to a maximum of +5 at 19th level).

This ability replaces armor training.

Powerful Charge (Ex): At 4th level, when a juggernaut with this special attack makes a charge, his attack deals an extra 2d6 points of damage in addition to the normal benefits and hazards of a charge.

This ability replaces active defense.

Construct Perfection (Ex): At 5th level, a juggernaut seeks to improve himself by embracing his construct heritage. As a juggernaut advances, he abandons what he considers the weaknesses of the living construct form to gain qualities more indicative of true constructs. While retaining his intelligence and sentience, a juggernaut gains the following construct features as he advances in level.

- *Construct Perfection I (Ex):* At 5th level, a juggernaut is no longer subject to nonlethal damage or extra damage from critical hits.
- *Construct Perfection II (Ex):* At 10th level, a juggernaut gains immunity to all mind-affecting spells and abilities.
- *Construct Perfection III (Ex):* At 15th level, a juggernaut gains immunity to death effects and necromancy effects.
- *Construct Perfection IV (Ex):* At 20th level, a juggernaut is no longer subject to ability damage or ability drain.

This ability replaces armored defense and fortification.

Extended Charge (Ex): Starting at 5th level, a juggernaut gains +5 feet to his movement speed when making a charge. At 8th level and every three levels thereafter, he increases his movement speed by an additional 5 feet.

This ability replaces deft shield.

Superior Bull Rush (Ex): Starting at 11th level, when a juggernaut makes a successful bull rush combat maneuver attempt against an opponent, he can choose to deal damage equal to that of his armor spikes plus his Strength modifier against the opponent in addition to the normal results of a bull rush combat maneuver. If the bull rush was made as part of a charge, the juggernaut can add his extra damage from the Powerful Charge or the Greater Powerful Charge as well.

This ability replaces improved defensive stance.

Armor Spike Growth (Ex): At 13th level, as an attack of opportunity, a juggernaut can cause his armor spikes to extend out, making an attack against an adjacent opponent who strikes him.

This ability replaces counterattack.

Greater Powerful Charge (Ex): At 17th level, when a juggernaut with this special attack makes a charge, its attack deals an extra 4d6 points of damage, instead, in addition to the normal benefits and hazards of a charge.

This ability replaces tireless stance.

Metal Body (Ex): At 19th level, the juggernaut's skin turns to plated steel and his organs become a magical clockwork system. The juggernaut gains DR 10/adamantine.

This ability replaces shield ward.

Unbreakable (Ex): At 20th level, a juggernaut gains complete immunity to sneak attacks and other precision-based damage. In addition, when a juggernaut makes a saving throw to recover from an ongoing effect, he may roll twice and choose the better roll.

This ability replaces superior defensive stance.