DUALINK

Cadian Shock Trooper

Fighter Subclass



Warhammer 40K Edition

Cadian Shock Trooper

Cadian Shock Troopers are the unbreakable line of the Imperium, raised from birth to fight, drilled until fear becomes instinct, and trained to hold the line even as the world ends around them. Where others panic, Cadia stands.

This subclass assumes firearms or crossbows are available, but all features function with any ranged weapon unless stated otherwise.

Born in the Line of Fire

At 3rd level, you were trained from childhood to fight under artillery, daemonic assault, and overwhelming odds.

- You gain proficiency in firearms (if your campaign uses them).
- You gain proficiency in Intimidation or Perception (your choice).
- You gain resistance to frightened effects. If you would become frightened, you can choose to instead be frightened until the end of your next turn rather than the normal duration.

Las Discipline

Also at 3rd level, when you take the Attack action and make at least one ranged weapon attack, you may replace one attack with Suppressive Fire:

Choose a creature you can see within your weapon's normal range. That creature must succeed on a Wisdom saving throw (DC = 8 + your proficiency bonus + your Dexterity modifier) or suffer one of

the following effects (your choice):

- Its speed becomes 0 until the start of your next turn, or
- It has disadvantage on its next attack roll before the end of its next turn.

You may use Suppressive Fire a number of times equal to your proficiency bonus, regaining all uses on a short or long rest.

Hold the Line

Cadians do not retreat. They dig in. At 7th level, while you are conscious and not incapacitated, you project disciplined resolve. You and allied creatures of your choice within 10 feet of you gain:

- Advantage on saving throws against being frightened
- +2 bonus to AC against opportunity attacks

Additionally, when a creature you can see within 30 feet moves while within your weapon's normal range, you may use your reaction to make a ranged weapon attack against it. On a hit, the creature's movement immediately ends.

Voice of Command

At 10th level, you have learned to issue battlefield orders that cut through chaos. As a bonus action, you may issue one Order to an ally who can see or hear you within 30 feet. That ally can immediately use their reaction to perform the ordered action. Choose one Order:

- "First Rank, Fire!" The ally makes one weapon attack. If it hits, it deals additional damage equal to

your proficiency bonus.

- "Take Cover!" The ally gains half cover until the start of their next turn.
- "Move, Move, Move!" The ally moves up to half their speed without provoking opportunity attacks.

You can issue Orders a number of times equal to your proficiency bonus, regaining all uses on a long rest.

Unbroken Under Fire

At 15th level, you have endured artillery barrages, warp incursions, and mass casualties without breaking. You gain the following benefits:

- You gain immunity to being frightened.
- When you fail a saving throw, you can choose to reroll it, taking the new result. Once you use this reroll, you cannot do so again until you finish a short or long rest.

Additionally, while you are below half your hit point maximum, you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Cadia Stands

When everything is lost, you do not fall. At 18th level, when you are reduced to 0 hit points, you may choose to instead drop to 1 hit point and immediately issue one Order.

Until the end of your next turn:

- You have advantage on all attack rolls.

- You cannot be knocked prone.
- You ignore the effects of exhaustion.

Once you use this feature, you cannot do so again until you finish a long rest.

