

BLOOD AND GUTS

MILITARY TRAINING MANUAL

v2.2



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INTRODUCTION

MILITARY BASICS

In 1947, President Harry Truman authored the “National Defense Act”, which sought to reorganize wartime defenses into a cold war defense strategy. This act transformed the Army Air Corps into a separate branch of service, the Air Force, transformed the War Department into the Department of Defense, and transformed the OSS into the CIA. The National Defense Act also set the hierarchy for the military branches of service, a hierarchy largely unchanged until 2002 when the Coast Guard was transferred from the Department of Transportation to the Department of Homeland Security.

All branches of service have a civilian leader. The President is the Commander in Chief of all American Military forces. Below him is the Secretary of Defense, a Presidential appointee. Below the Secretary of Defense are three service secretaries, also appointed by the President: the Secretary of the Air Force, the Secretary of the Army, and the Secretary of the Navy.

Below the service secretaries are the direct commanders for the five branches of service. A Four-Star General, the Army Chief of Staff, who reports directly to the Secretary of the Army, commands the Army. A Four-Star General, the Air Force Chief of Staff, who reports directly to the

Secretary of the Air Force, commands the Air Force. A four-star Admiral, called the Chief of Naval Operations, commands the Navy. A Four-Star General called the Commandant of the Marine Corps commands the Marines. Both of these commanders report to the Secretary of the Navy. From 1972 to 2002 the Coast Guard reported to the Secretary of Transportation. In 2002 the Homeland Security Act transferred the Coast Guard to the Department of Homeland Defense. A Four-Star Admiral known as the Commandant of the Coast Guard commands the Coast Guard. However, this Admiral does not serve on the Joint Chiefs of Staff.

The four top military commanders for each branch of service form a group known as the Joint Chiefs of Staff. The President picks one of these commanders to be the Chairman of the Joint Chiefs of Staff. The President is free to appoint whichever of the four commanders he thinks would be best qualified to be Chairman of this committee, but in practice each branch of service is selected in turn, barring extraordinary circumstances. For instance, due to recent scandals (such as Tailhook), the Air Force Chief of Staff has been bypassed twice in recent years.

In times of crisis, this hierarchy can be streamlined and altered to a great degree by the President. For instance,

The President watched the countdown from the camerawoman and then saw the red light go on.

“My fellow Americans. As you know, events in the Soviet Union have been escalating rapidly in recent weeks. At the request of the Russian President, American forces, led by the 172nd Infantry Brigade crossed the Bering Strait to protect the Russian government in exile. While American forces move west, NATO has advanced across the border and will advance east. We will beat back the forces of General Fjoder Fortunatov and remove his rogue government from exile.”

There was a slight pause, and it seemed as if the leader of the free world might be just a man after all, but then the resolve took form again, “It is also my duty to inform you that, in keeping with the large military force that will be required to undertake this task I have instituted an emergency draft in accordance with the Military Selective Service Act. I have spoken to our allies in Europe and encouraged them to take similar steps in accordance with the laws of their respective countries and they agree that our current military strength will be exceeded by the requirements of the days ahead.

I do not take these steps lightly. If this were strictly an internal matter of Russian politics I would not commit such a large number of American lives. But the statements by General Fortunatov that his “Party for Truth” will seize control of Russia’s nuclear weapon stockpiles and ‘restore all that was lost by the failed policies of Glasnost’ has forced me to take these steps in concert with our European allies.

I will speak to you weekly as these events unfold and I call one last time on General Fortunatov to end this crisis before another drop of blood is spilled.

Thank you, and may God bless America.”

Hasko sat quietly for a moment as some blonde from the network came back on to provide commentary. Then he noticed his men were all looking at him. He fixed each of their eyes in turn as if taking a gauge of their mental strength and resolve: Rittenauer, Johnson, Pilgrim, Hoagland and the rest.

When he stood and picked up his rifle, so did they, “All right boys, we’re a go, let’s not leave that helo waiting any longer. The way home is through Moscow. The sooner we catch and kill this lame-ass Hitler wannabe the sooner we can hit the beaches of the Ukraine and see if we can’t meet us a nice babushka babe.”

They left the room at a run.

during wartime it is common for the Joint Chiefs of Staff to report directly to either the President or the Secretary of Defense. The assets of the Coast Guard can be transferred to the Navy at the President's discretion.

THE ARMY

The army was formally established by an act of the Continental Congress on June 14, 1775. It consisted of 6 companies of riflemen from Pennsylvania, two from Virginia and two from Maryland. This act also nationalized the militias of Massachusetts, Connecticut and New York. On July 3, 1775 after a lengthy debate, George Washington was named the first Commander in Chief of the army.

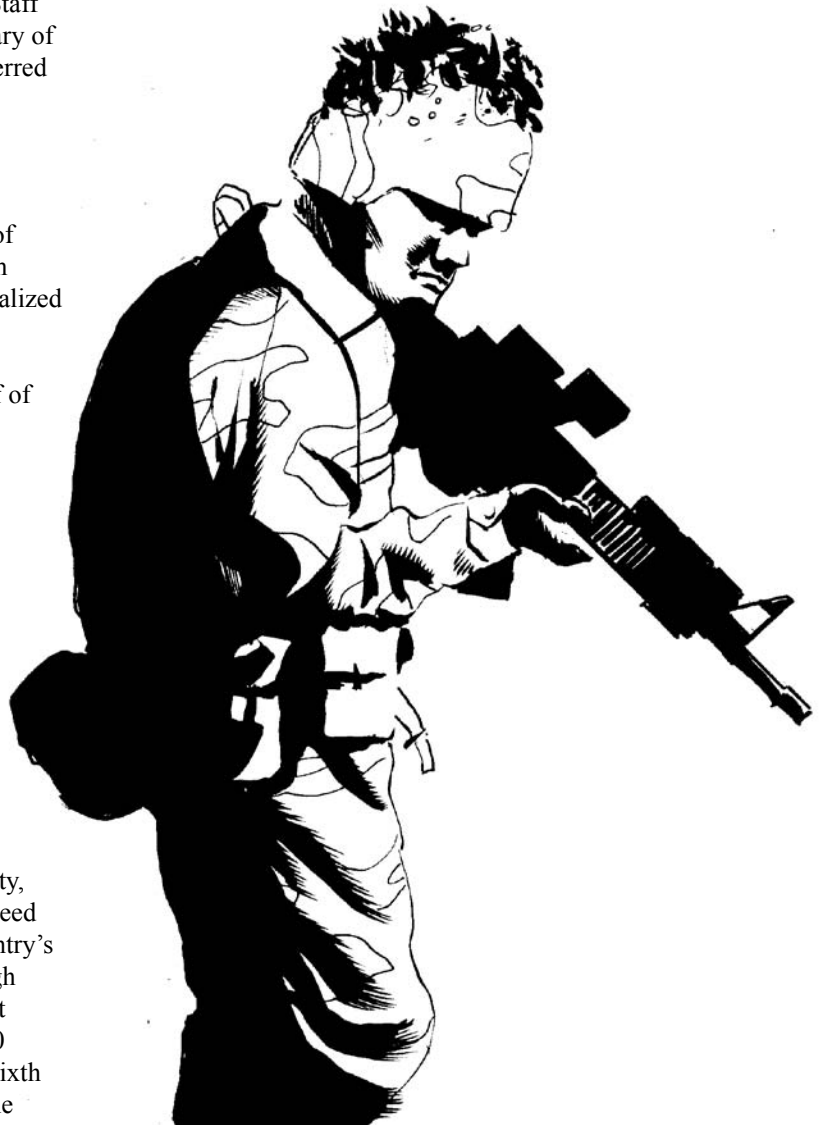
The army currently consists of approximately 700,000 soldiers. Of these 70% are active duty while the remaining 30% are reservists. 83% of the soldiers in the army are enlisted men or non-commissioned officers, 2% are warrant officers and 15% are commissioned officers.

THE NAVY

Like the Army, the Continental Congress created the Navy in 1775. Although the Navy's core mission to provide free use of the seas to the United States remains unchanged, since World War II, with the advent of the aircraft carrier, the Navy frequently is the first step in establishing air superiority, since planes can be launched from a carrier without need of a fixed runway and without fear of violating a country's airspace. Naval vessels also attack land targets through bombardment and cruise missile strikes, and transport marines into battle. There are currently about 400,000 active duty naval personnel, and approximately one-sixth of these are commissioned officers. Like the Army, the Navy maintains a reserve force through the Naval Reserve, which may be activated in times of need. There is no naval "national guard", though arguably the Coast Guard fills that role.

MARINE CORPS

The Marine Corps was created on November 10, 1775 when the Continental Congress authorized the formation of two marine battalions. The colorful character the marines bear to this day was established when its first commanding officer, Captain Samuel Nicholas embarked on his first (highly successful) recruiting trip at Tun Tavern near Philadelphia. During the Revolutionary War the marines acted as a highly effective amphibious force. They stormed British forts on New Providence Island in the Bahamas, capturing 600 barrels of gunpowder vital to the fledgling American military efforts. They supported George Washington as he crossed the Delaware on Christmas Eve to surprise the Hessian mercenary forces occupying New Jersey. And they fought on the decks of every American



sailing vessel during offensive and defensive boarding actions including the legendary Ranger commanded by John Paul Jones. At the end of the Revolutionary War both the Navy and Marine Corps were briefly disbanded, however threats to the United States prompted Congress to reactivate the Marine Corps on July 11, 1798 and it has never been deactivated since.

The Marine Corps is composed of two Fleet Marine Forces, one for the Atlantic and one for the Pacific theaters of operation. The Atlantic force is based in Norfolk, Virginia while the Pacific force is based in Pearl Harbor, Hawaii. Marine Corps detachments serve on naval vessels and garrison naval bases to protect them from attack. Marines also serve as embassy guard to protect these vital American bases from foreign attack. The Commandant of the Marine Corps, a 4-star General who sits on the Joint Chiefs of Staff, commands the Marine Corps.

Applicants for the Marine Corps must be between 17



and 28 years of age. Recruits from east of the Mississippi receive basic training at Paris Island, South Carolina while recruits from west of the Mississippi receive basic training at San Diego, California. Following basic training marines undergo training in small unit tactics either at Camp Lejeune, North Carolina (for east coast recruits) or Camp Pendleton, California (for west coast recruits).

The Marine Corps Reserve, established during World War I, supplements the Marine Corps' active force. Today this force numbers over 44,000 and consists of the 4th Marine Division and the 4th Marine Aircraft Wing.

AIR FORCE

Although airplanes saw limited use during the First World War, primarily in a reconnaissance role, military strategists were quick to realize the value of air power. However, the main function air power would serve in combat was thought to be providing support for troops on the ground, so the Army Air Corps was created as a subsidiary force to provide air support to Army personnel. However, new technologies and strategies showed that air power had a much larger role to play in combat than simply supporting forces on the ground, and so, in 1947, the National Security Act separated the Air Force from the Army.

The Air Force's mission is to provide air and space superiority to the United States military in any operation. As such, the Air Force has at its disposal light and heavy combat aircraft, tankers, helicopters, bombers, and transport aircraft. The Air Force also controls and maintains all military spy satellites and ballistic nuclear missiles. The Air Force shares control over the bulk of the United States' nuclear arsenal with the Army, with the Air Force controlling the majority of strategic level weapons, and the Army controlling the bulk of the tactical level weapons (though Naval Submarines also play an important role in the strategic nuclear strategy).

There are approximately 375,000 Air Force personnel, approximately one-fifth of which are commissioned officers. Both the Air National Guard and the Air Force Reserve supplement the Air Force.

COAST GUARD

Although not often thought of as a military force, the Coast Guard is an important element in protecting the United States from foreign attack. The Coast Guard was created in 1790, when it was known as the Revenue Cutter Service, and was responsible for the imposition of tariffs and curtailing of smuggling and piracy. In 1915 it was renamed the Coast Guard and transferred to the Treasury Department. In 1967 it was transferred to the Transportation Department, and finally, in 2002, to the Department of Homeland Security.

In peacetime the Coast Guard acts to prevent drug smuggling, illegal immigration, and to protect ships at sea from piracy and weather mishaps. In wartime, control of

the Coast Guard is transferred to the Navy Chief of Staff. The Coast Guard has about 35,000 members, about one-fifth of which are commissioned officers. The Coast Guard Reserves and volunteer auxiliaries supplement the Coast Guard.

MILITARY ORGANIZATION

The military is built from the ground up, and the success or failure of any military operation begins and ends with the individual soldier. Each size unit is comprised of a certain number of smaller components. The sizes listed for each unit are at the high end, and units may be composed of as many as half the listed number of component parts.

Squad: A squad consists of 9 to 10 soldiers. Typically commanded by a Sergeant. This size of unit is the size represented by a unit in the Small Unit Combat rules.

Platoon: Approximately four Squads (16 to 44 soldiers). Typically commanded by a Lieutenant, with a senior NCO (typically a Staff Sergeant) as second in command.

Company: Approximately 5 Platoons (62 to 190 soldiers). Typically commanded by a Captain, with a First Sergeant as second in command. Artillery units of this size are called Batteries, and Air or Cavalry units of this size are called Troops.

Battalion: Approximately 6 Companies (300 to 1,000 soldiers). Typically commanded by a Lt. Colonel, with a Command Sergeant Major as second in command.

Brigade: Approximately 5 Battalions (3,000 to 5,000 soldiers). Typically commanded by a Colonel, with a Command Sergeant Major as second in command. Units of this size are capable of sustained operations with no outside support.

Division: Approximately 3 Brigades (10,000 to 15,000 soldiers). Typically commanded by a Major General. Divisions are numbered, and assigned names based on their function (3rd Infantry Division, 10th Mountain Division, and so forth).

Corps: Approximately 5 Divisions (20,000 to 45,000 soldiers). Typically commanded by a Lt. General. Capable of independent operation on an international scale.

Army: Approximately 2 Corps. Typically commanded by a Lt. General or higher. An Army is responsible for all operations in one theater of war. The commander of an Army reports directly to either a 5-Star General, or the Commander in Chief (in other words, the commander of an Army is completely autonomous from other Army commanders, even though they might outrank him). Army designations have not been used by the American military since World War II.

CHAPTER 1: MILITARY CLASSES

The following classes represent training a character receives after Basic Training. This represents what is commonly referred to as “advanced individual training”, where a character learns his MOS and begins his career as a soldier.

ASSAULT TRAINING

Some people live an entire lifetime and wonder if they have ever made a difference in the world, but the Marines don't have that problem.
-Ronald Reagan

Assault training focuses on penetrating fortified positions with shock troops. This class is common among Marine Corps enlisted personnel but members of the Army (usually soldiers in an Air Assault unit) and Navy (usually SEALs) receive this training as well.



REQUIREMENTS

To qualify for assault training a character must meet the following criteria (the quickest path into this class is through the Strong Hero basic class).

Base Attack Bonus: +3

Skills: Knowledge (tactics) 3 ranks

Feats: Personal Firearms Proficiency

Class Skills: Assault training grants the class skills (and the ability for each skill) are: Balance (Dex), Climb (Str), Craft (structural) (Int), Intimidate (Cha), Jump (Str), Knowledge (popular culture, tactics) (Int), Navigate (Int), Survival (Wis), Swim (Str)

Skill points at each level: 5+Int. modifier

CLASS INFORMATION

The following information pertains to assault training.

Hit Die: 1d10

Action Points: 6+ one-half character level, rounded down, every time the character gains a new level in this class.

CLASS FEATURES

All of the following are features of assault training.

Tough as Nails: Assault training grants a bonus of +1 hit point for each level of assault training the character takes. This ability also grants a bonus to all Intimidate skill checks (and level checks to resist intimidation) equal to the character's Reputation bonus.

TABLE 1-1: ASSAULT TRAINING

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+2	+0	+0	Tough as Nails	+0	+0
2nd	+2	+3	+0	+0	Advanced Training	+1	+0
3rd	+3	+3	+1	+1	Bonus Feat	+1	+1
4th	+4	+4	+1	+1	Advanced Training	+1	+1
5th	+5	+4	+1	+1	First Wave +1	+2	+1
6th	+6	+5	+2	+2	Bonus Feat; Advanced Training	+2	+2
7th	+7	+5	+2	+2	First Wave +2	+2	+2
8th	+8	+6	+2	+2	Advanced Training	+3	+2
9th	+9	+6	+3	+3	Bonus Feat	+3	+3
10th	+10	+7	+3	+3	Advanced Training; Semper Fi	+3	+3



Advanced Training: Each time you gain this class ability you may pick a talent from the advanced training list.

Bonus Feats: At 3rd, 6th and 9th level a character receives a bonus feat. The bonus feats the character may choose from are determined by his MOS (see below). The character must meet the prerequisite for any feat selected with this ability.

First Wave: First in last out is your motto and you have been trained to lead attacks on heavily fortified positions. You gain the modifier listed on the class table as a morale bonus to your Defense and all melee damage rolls as long as you are attacking or advancing toward an active hostile force. If you are pinned down, retreating, aiding an injured colleague or performing any action that does not involve advancing toward an enemy you do not gain this bonus.

Semper Fi: The bond of those who share one of the most dangerous jobs (even by military standards) is inseparable, often stronger than family. This class ability improves the bonus granted from the Teamwork feat to +4 (you must take that feat to benefit from this ability).

RECON TRAINING

Now I recall the Recon Marines ragged, filthy cammie shirted young men in green paint who move silent like the fog with deadly purpose in their eyes. Swift, Silent, Deadly. I smile.

-GYSGT Correll, USMC, Retired

Recon training focuses on identifying enemy threats and reporting that information back to friendly forces. Special operations, snipers and pilots routinely receive this training.

REQUIREMENTS

To qualify for recon training a character must meet the following criteria (the quickest path into this class is through the Fast Hero basic class).

Base Attack Bonus: +2

Skills: Hide 4 ranks

Feats: Personal Firearms Proficiency

CLASS INFORMATION

The following information pertains to recon training.

Hit Die: 1d8

Action Points: 6+ one-half character level, rounded down, every time the character gains a new level in this class.

Class Skills: Recon training grants the following class skills (and the ability for each skill) are: Balance (Dex), Climb (Str), Craft (structural) (Int), Drive (Dex), Hide (Dex), Jump (Str), Knowledge (popular culture, tactics) (Int), Listen (Wis), Move Silently (Dex), Navigate (Int), Spot (Wis), Survival (Wis) and Swim (Str)

Skill points at each level: 7+ Int. modifier

CLASS FEATURES

All of the following are features of recon training.

Camouflage: Reconnaissance training teaches the fine art of camouflage, using a combination of natural foliage along with netting and soft color patterns to make observing a target more difficult, especially at long distances.

Being able to remain unseen allows characters on patrol to observe the enemy undisturbed for extended periods of time, gathering much more information.

Camouflage also allows a character to shield equipment and buildings from aerial and satellite observation.

This ability allows you to construct a blind to shield characters in 1 square from observation, granting a bonus to Hide checks equal to ½ your ranks in Craft (structural). Constructing this blind requires 5 minutes of time and the character may construct larger blinds if he has the time. For example a character wishing to construct a small blind only for himself (such as a sniper's nest) would require 5 minutes while a character wishing to hide a vehicle with a size of 6x3 would require over an hour (18x5 or 70 minutes).

This bonus stacks with any other use of the Craft (structural) skill that grants a Hide bonus (so a vehicle protected by camouflage netting that is also dug in would receive both bonuses).

Advanced Training: Each time you gain this class ability you may pick a talent from the advanced training list.

TABLE 1-2: RECON TRAINING

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+0	Camouflage	+1	+0
2nd	+1	+2	+2	+0	Advanced Training	+1	+0
3rd	+2	+2	+2	+1	Bonus Feat	+2	+0
4th	+3	+2	+2	+1	Advanced Training	+2	+0
5th	+3	+3	+3	+1	Long Range Reconnaissance; Fast Mover +5'	+3	+1
6th	+4	+3	+3	+2	Advanced Training; Bonus Feat	+3	+1
7th	+5	+4	+4	+2	Ghost	+4	+1
8th	+6	+4	+4	+2	Advanced Training	+4	+1
9th	+6	+4	+4	+3	Bonus Feat	+5	+2
10th	+7	+5	+5	+3	Advanced Training; Fast Mover +10'	+5	+2



Bonus Feats: At 3rd, 6th and 9th level a character receives a bonus feat. The bonus feats the character may choose from are determined by his MOS (see below). The character must meet the prerequisite for any feat selected with this ability.

Long Range Reconnaissance: This ability allows you to survive in enemy territory for extended periods of time. It also teaches you to note much more subtle details in force deployment, providing much better information to friendly forces. You gain a bonus to all Spot and Survival skill checks equal to your Recon Training level.

Fast Mover: At the levels indicated on the class table, increase your movement by the listed amount.

Ghost: You have become extremely adept at stealth and camouflage techniques, gaining a bonus to all Hide and Move Silent checks equal to your Recon Training level. This ability also increases the DC of any tracking check made against you (making it harder for enemy forces to follow you).

INFANTRY TRAINING

Army: A body of men assembled to rectify the mistakes of the diplomats.
-Josephus Daniels

Infantry training is very common in the armies of the world, whose primary mission could be defined as the holding of territory (as opposed to assault training which would focus on seizing that territory in the first place).

REQUIREMENTS

To qualify for infantry training a character must meet the following criteria (the quickest path into this class is through the Tough Hero basic class).

Base Attack Bonus: +2

Skills: Craft (structural) 3 ranks

Feats: Personal Firearms Proficiency

CLASS INFORMATION

The following information pertains to infantry training.

Hit Die: 1d10

TABLE 1-3: INFANTRY TRAINING

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+0	Defensive Position +1	+1	+0
2nd	+1	+2	+2	+0	Advanced Training	+1	+0
3rd	+2	+2	+2	+1	Bonus Feat	+2	+0
4th	+3	+2	+2	+1	Advanced Training	+2	+0
5th	+3	+3	+3	+1	Defensive Position +2; Hurry Up and Wait	+3	+1
6th	+4	+3	+3	+2	Advanced Training; Bonus Feat	+3	+1
7th	+5	+4	+4	+2	Hurry Up and Wait	+4	+1
8th	+6	+4	+4	+2	Advanced Training	+4	+1
9th	+6	+4	+4	+3	Bonus Feat	+5	+2
10th	+7	+5	+5	+3	Advanced Training; Defensive Position +3	+5	+2



Action Points: 6+ one-half character level, rounded down, every time the character gains a new level in this class.

Class Skills: The infantry training's class skills (and the ability for each skill) are: Balance (Dex), Climb (Str), Craft (structural) (Int), Intimidate (Cha), Jump (Str), Knowledge (popular culture, tactics) (Int), Navigate (Int), Survival (Wis), Swim (Str)

Skill points at each level: 5+Int. modifier

CLASS FEATURES

All of the following are features of infantry training.

Defensive Position: Infantry training grants the bonus



listed on the class table to Defense and Reflex saving throws when a character is fighting from cover.

Advanced Training: Each time you gain this class ability you may pick a talent from the advanced training list.

Bonus Feats: At 3rd, 6th and 9th level a character receives a bonus feat. The bonus feats the character may choose from are determined by his MOS (see below). The character must meet the prerequisite for any feat selected with this ability.

Hurry Up and Wait: At 5th level infantry training allows the character to ignore medium armor and/or a medium load when calculating long distance movement. A character can move 3 mph unencumbered but bearing a medium load and/or medium armor his long distance movement is reduced to 2 mph. A character with this ability would be able to cover 3 mph while carrying a medium load and/or medium armor. A character with this ability also marches as if he possessed the Endurance feat (but he does not gain the benefits of Endurance for any purpose other than marching).

At 7th level infantry training allows the character to ignore heavy armor and/or a heavy load when calculating long distance movement. A character with this ability also marches as if he possessed the Forced March feat.

SPECIALIST

The battle, sir, is not to the strong alone; it is to the vigilant, the active, the brave...
-Patrick Henry

The military can't fight without the support of an enormous infrastructure. Mechanics, website engineers, even airborne illustrators all have a role to play and help the military accomplish its missions. Enter the specialist.

REQUIREMENTS

To qualify to become a specialist a character must meet the following criteria (the quickest path into this class is through the Smart Hero basic class).

Skills: Computer Use 6 ranks, Knowledge (technology)

6 ranks

Feats: Educated, Desk Jockey

CLASS INFORMATION

The following information pertains to the specialist.

Hit Die: 1d6

Action Points: 6+ one-half character level, rounded down, every time the character gains a new level in this class.

Class Skills: Specialist training grants the following class skills (and the ability for each skill) are: Computer Use (Int), Concentration (Con), Craft (all) (Int), Forgery (Int), Knowledge (all) (Int), Repair (Int) and Research (Int)

Skill points at each level: 9+Int. modifier

CLASS FEATURES

All of the following are features of the specialist.

Smart Defense: The specialist adds his Intelligence bonus and his Dexterity bonus to his Defense. Any condition which causes the specialist to lose his Dexterity bonus causes him to lose his Intelligence bonus as well.

Advanced Training: Each time you gain this class ability you may pick a talent from the advanced training list.

Bonus Feats: At 3rd, 6th and 9th level a character receives a bonus feat. The bonus feats the character may choose from are determined by his MOS (see below). The character must meet the prerequisite for any feat selected with this ability.

Speed of the Essence: At 5th level the specialist may pick one class skill (gained from this class or from an occupation or MOS) as his favored skill. When making skill checks with that skill the specialist may take ten even under stress. The specialist also can perform that skill in half the usual time (minimum time of one hour if the skill takes more than an hour, otherwise the minimum time is one round).

For example a specialist could choose Craft (chemical) as his chosen skill. If the specialist was making a complex explosive (normal time 3 hours) he could do it in 1.5 hours. If the specialist later needed to make an improvised explosive it would take him one round (since the time is already one round).

TABLE 1-4: SPECIALIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+2	Smart Defense	+0	+0
2nd	+1	+2	+2	+3	Advanced Training	+1	+0
3rd	+1	+2	+2	+3	Bonus Feat	+1	+0
4th	+2	+2	+2	+4	Advanced Training	+1	+0
5th	+2	+3	+3	+4	Speed of the Essence	+2	+1
6th	+3	+3	+3	+5	Advanced Training; Bonus Feat	+2	+1
7th	+3	+4	+4	+5	Qualified Expert	+2	+1
8th	+4	+4	+4	+6	Advanced Training	+3	+1
9th	+4	+4	+4	+6	Bonus Feat	+3	+2
10th	+5	+5	+5	+7	Advanced Training	+3	+2

TABLE 1-5: LEADERSHIP TRAINING

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Voice of Command 1/day	+1	+1
2nd	+1	+0	+0	+3	Advanced Training	+1	+1
3rd	+2	+1	+1	+3	Bonus Feat; Voice of Command (Snap Decision)	+2	+1
4th	+3	+1	+1	+4	Advanced Training	+2	+2
5th	+3	+1	+1	+4	Voice of Command 2/day (Rally)	+3	+2
6th	+4	+2	+2	+5	Advanced Training; Bonus Feat	+3	+2
7th	+5	+2	+2	+5	Voice of Command (Command Decision)	+4	+3
8th	+6	+2	+2	+6	Advanced Training	+4	+3
9th	+6	+3	+3	+6	Bonus Feat	+5	+3
10th	+7	+3	+3	+7	Advanced Training; Voice of Command 3/day	+5	+4

Qualified Expert: At 7th level when the specialist spends an action point to aid his favored skill he adds all dice he is entitled to roll to the result rather than the highest die.

LEADERSHIP TRAINING

The mothers and fathers of America will give you their sons and daughters...with the confidence in you that you will not needlessly waste their lives. And you dare not. That's the burden the mantle of leadership places upon you. You could be the person who gives the orders that will bring about the deaths of thousands and thousands of young men and women. It is an awesome responsibility. You cannot fail. You dare not fail..."

-General H. Norman Schwarzkopf

Leadership training reflects education in leading other men into battle. Many members of armed services will receive this training whether at one of the various officer-training programs (West Point, Annapolis and so forth) or at NCO school for the enlisted man.

REQUIREMENTS

To qualify for leadership training a character must meet the following criteria (the quickest path into this class is through the Charismatic Hero basic class).

Skills: Diplomacy 6 ranks, Intimidate 6 ranks

Feats: Teamwork and Tactician

CLASS INFORMATION

The following information pertains to leadership training.

Hit Die: 1d8

Action Points: 6+ one-half character level, rounded down, every time the character gains a new level in this class.

Class Skills: Leadership training grants the following class skills (and the ability for each skill) are: Bluff (Cha), Climb (Str), Craft (writing), Diplomacy (Cha), Intimidate (Cha), Jump (Str), Knowledge (civics, history, tactics) (Int), Navigate

(Int), Sense Motive (Wis) and Swim (Str).

Skill points at each level: 7+Int. modifier

CLASS FEATURES

All of the following are features of leadership training.

Voice of Command: Leadership training allows the character to add his reputation modifier to the attack or skill checks of any character affected by the character's Tactician feat. Using this ability is a full-round action.

At 3rd level leadership training allows this ability to be used with an attack action.

At 5th level a character can spend an action point when using this ability, adding the result of that roll to the affected roll in addition to his Reputation modifier.

At 7th level a character can use this ability with a move action.

Advanced Training: Each time you gain this class ability you may pick a talent from the advanced training list.

Bonus Feats: At 3rd, 6th and 9th level a character receives a bonus feat. The bonus feats the character may choose from are determined by his MOS (see below). The character must meet the prerequisite for any feat selected with this ability.



CHAPTER 2: MILITARY TRAINING

This chapter represents specific abilities a character could receive training in as part of his military service. The game master may allow non-military characters to make use of the skill and feat options presented below as long as he has a reason why his character would have received such specialized training. For instance a stuntman might take the Jump School feat and a criminal might take the Combat Driving feat.

NEW SKILL USES

CLIMB (STR)

Armor Penalty

Rappelling (New Use): This use of the Climb skill may not be used untrained. A character can make a Climb check to rappel down a rope rather than climbing down it. Rappelling allows a character to descend much more quickly, moving a number of feet down a rope within a single round. The DC of a rappelling check depends on the character's movement and the amount of distance he wishes to descend.

The maximum distance that can be moved is four times the character's Move or the length of rope he is rappelling from, whichever is less. While a character is rappelling he can take no actions and is considered flat-footed. The round after a character lands he must spend the entire round clearing himself from the rope and gear (gloves, hooks to the rope, possibly a harness), may not move from the square where he ended his rappelling movement and is considered flat-footed until the beginning of his next action.

A failed Climb check for rappelling means that the character moves only half the distance he intended to. A

check failed by 5 or more means the character falls the distance he intended to rappel.

Distance Rappelled	DC
Less than character's Move	10
1-2 times character's Move	15
3 times a character's Move	20
4 times a character's Move	30
Character is rappelling without a wall or cliff face to brace against	+5

Special: A character may take 10 while making Climb checks to rappel. A character using a specialized rappelling harness who has a spotter beneath him on the ground may take 20 on Climb checks to rappel.

A character with 5 or more ranks in the Tumble skill gains a +2 synergy bonus on all Climb checks made to rappel.

Time: Rappelling is a full-round action, regardless of the distance covered.

COMPUTER USE (INT)

The following new uses are *Trained Only*.

Send Transmission (New Use): This skill represents familiarity with communication systems, from backpack sized satellite radios to the satellites themselves.

Unless there is severe weather, the character's transmitter is damaged, or an enemy is actively jamming his signal, there is usually no need to make a check. If the character's transmitter is damaged, then the DC of her skill check is 10 + the amount of damage the system has suffered. If there is a storm, the DC would be anywhere from 15 for an extremely heavy thunderstorm to 30 during hurricane conditions. If the PC is attempting to overcome enemy Electronic Warfare, then the DC is usually a skill vs. skill contest.

BASIC TRAINING

The following is a brief description of basic training in the United States Army. Depending on where and when you train each experience will be different. However the purpose of basic training is the same in militaries around the world: turn a civilian into a soldier.

Basic training lasts nine weeks and depending on your point of view they could either be the best or worst nine weeks of your life. Either way it's an experience you are unlikely to forget. A typical day in basic training begins at 5 am and ends at 9:30 pm. Army basic training includes three basic phases: Phase I, the "Patriot Phase", Phase II, the "Gunfighter Phase" and Phase III, the "Warrior Phase".

Phase I is where the recruit learns "soldierization" skills including the Army Core Values (Loyalty, Duty, Respect, Selfless Service, Honor, Integrity and Personal Courage), military customs and courtesies and drill and ceremony.

Phase II is where the recruit learns combat skills and although a variety of weapons are introduced to the recruit, the primary goal of this phase is to qualify with M-16.

Phase III is where the recruit's training comes together and he begins to learn individual skills preparing him for the next phase in his training, Advanced Individual Training which is where he will learn his Military Occupational Specialty, or MOS.



If the character rolls the DC needed exactly, then a partial, garbled message gets through.

Jamming (New Use): Most of the time, this skill is not rolled against a static DC, but rather rolled as a skill vs. skill contest against the Computer Use of the character's opponent. The character engaging in active jamming rolls her skill check first, which sets the DC for her opponent's Computer Use skill to successfully get a signal through.

Transmission Interception (New Use): If a signal is not scrambled (meaning it is a general broadcast on an unsecured frequency) then intercepting it requires a Computer Use check (DC 10). If the signal is scrambled (see below) it requires a successful skill vs. skill contest against your opponents Computer Use roll.

Transmission Triangulation (New Use): Once a transmission has been intercepted, a character with this skill may make another skill check (DC 5 higher than the check required to intercept a signal) to determine where that signal was broadcast. This grants a +5 bonus to any active sensor scan to detect the target.

Scramble/Unscramble Transmission (New Use): Computer Use can be used to scramble a transmission. This is done with an opposed Computer Use check between the individual sending the message and anyone attempting to intercept or unscramble it.

Electronic Counter Measures (New Use): Electronic Warfare is an extremely powerful defense against missile attacks against aircraft. A character with the Electronic Warfare feat may roll a skill check and use that result as the Defense of any craft he is flying. The missile must then hit the craft's Defense or the result of the skill check, whichever is higher. This use of the Computer Use skill may not be performed without the Electronic Warfare feat.

TABLE 2-1: PROPAGANDA

Attitude	Means	Possible Actions
Hostile	Will take risks to hurt or avoid you	Attack, interfere, berate, flee
Unfriendly	Wishes you ill watch suspiciously, insult	Mislead, gossip, avoid,
Indifferent	Doesn't much care	Act as socially expected
Friendly	Wishes you well limited help, advocate	Chat, advise, offer
Helpful	Will take risks to help you	Protect, back up, heal, aid

Initial	New Attitude				
Attitude	Hostile	Unf.	Indif.	Friendly	Helpful
Hostile	19 or less	20	25	35	45
Unfriendly	4 or less	5	15	25	35
Indifferent	—	0 or less	1	15	25
Friendly	—	—	0 or less	1	15
Initial	New Attitude				
Attitude	Helpful	Friendly	Indif.	Unf.	Hostile
Friendly	19 or less	20	25	35	45
Indifferent	4 or less	5	15	25	35
Unfriendly	---	0 or less	1	15	25
Hostile	---	---	0 or less	1	15

Retry: The character may retry the skill whenever conditions improve. If the storm lessens, or if her transmitter is repaired (even partially), the character may try again. If the character is trying to pierce enemy jamming operations, she may try every round. In the case of documents coded with Cryptography, the character may try again, but disposing of the original becomes a serious security issue in such a case.

CRAFT (CHEMICAL) INT

New Use

Weaponized Diseases: The first step in the creation of a biological weapon, a "weaponized" disease is one that has been bred to be especially virulent. Information on weaponizing virulent diseases is highly restricted, and seeking this information, or someone who has it, will likely trigger an investigation by the authorities. Weaponizing a virus increases the Saving throw by 5, and halves the incubation period. Below are some examples of weaponized diseases from the Modern Core Rules, with the craft DC needed to create them.

Disease	Craft DC	Type	Incubation Period	Initial/Secondary Damage
Anthrax	25	Inhaled DC 21	13-24hours (12+1d12)	1 Con/1d4 Con
Small Pox	25	Inhaled DC 20	1-2 days	1 Str & Con/1-2Str & Con

CRAFT (WRITING) (INT)

New Use

Manifesto: A character may write a manifesto to increase his Leadership score, as shown on the table below.

Skill Check Result	Effort Achieved	Leadership Modifier
9 or lower	Uninspired Idealist	-2
10-19	Moderately Inspirational	-1
20-24	Inspirational	+0
25-30	Revolutionary Idealist	+1
31 or higher	Radical Idealist	+3

Written Propaganda: Written propaganda is used to allay fears, or to cement suspicions by those trained in psychological warfare. This propaganda can take the form of a newspaper, leaflets dropped from aircraft, a website, or any other form of the written word.

Propaganda, in any form, allows properly trained characters to improve people's impressions of their allies, and turn them against their enemies. On the Propaganda table, use the first section if the Propaganda is intended to improve relations with an ally, and the second section if it is intended to hurt relations with an enemy.

Consult the Table 2-1: Propaganda for more information on this use of the Craft (writing) skill.

Characters without the Psychological Warfare feat suffer a -4 penalty on this use of the Craft (writing) skill.



CRAFT (STRUCTURAL) (INT)

Trained Only

Fortifications (New Use): Characters can make fortifications to aid them in combat, from the simple (yet effective) foxhole, to the bunkers described in the Modern Core Rulebook. Hasty Fortifications can be constructed more quickly. For each five points by which the character's skill check exceeds the DC, reduce the construction time by one hour. Vehicles in the new vehicles section can reduce many of these times to minutes.

Name	DC	Time	Effect
Dug In (Small Vehicle)	5	24 hrs.	¼ Cover
Deep	5	36 hrs.	½ Cover
Dug In (Med. Vehicle)	5	36 hrs.	¼ Cover
Deep	5	48 hrs.	½ Cover
Dug In (Lg. Vehicle)	5	48 hrs.	¼ Cover
Deep	5	72 hrs.	½ Cover
Foxhole (shallow)	5	8 hrs. per man	¼ Cover
Foxhole (deep)	5	12 hrs. per man	½ Cover

Anti-Mobility Construction: Fortifications are also useful to deny an enemy the use of its vehicles in a certain area or from a certain direction.

Name	DC	Time	Effect
Road Break (shallow)	5	12 hrs per 4 feet	Ditch (see vehicle rules for gaps)
Road Break (deep)	10	18 hrs per 4 feet	Culvert (see vehicle rules for gaps)

Mobility Construction: The opposite of anti-mobility, allows you to get where you're going faster, land aircraft safely, and cross raging rivers. Again the right equipment (such as a Bridgelayers) can reduce construction times substantially.

Name	DC	Time	Effect
Improvised Road	15	12/hrs per mile	Wheeled vehicles move ¾ speed.
Improvised Runway	15	8 hrs.	Aircraft may land (as opposed to crash)
Short Runway	18	12 hrs.	Aircraft may land more safely
Runway	20	24 hrs.	Aircraft may land more safely
Pontoon Bridge (small river)	15	12 hrs.	Vehicles may cross at ½ speed.
Pontoon Bridge (med. river)	15	18 hrs.	Vehicles may cross at ½ speed.
Pontoon Bridge (lg. river)	15	24 hrs.	Vehicles may cross at ½ speed.
Sectional Bridge (small river)	20	18 hrs.	Vehicles may cross at full speed.
Sectional Bridge (med. River)	20	24 hrs.	Vehicles may cross at full speed.
Sectional Bridge (lg. river)	20	36 hrs.	Vehicles may cross at full speed.

DIPLOMACY (CHA)

New Use

Spoken Propaganda: Spoken propaganda is used to allay fears, or to cement suspicions by those trained in psychological warfare. This propaganda can take the form of a newscast, documentary, a political rally, or any other form of the spoken word.

Propaganda, in any form, allows properly trained characters to improve people's impressions of their allies, and turn them against their enemies. On the Propaganda table, use the first section if the Propaganda is intended to improve relations with an ally, and the second section if it is intended to hurt relations with an enemy.

Consult Table 2-1: Propaganda for more information on this use of the Diplomacy skill.

Characters without the Psychological Warfare feat suffer a -4 penalty on this use of the Diplomacy skill.

INTIMIDATE (CHA)

New Use

Psychological Warfare: This use of the Intimidate skill may not be used untrained. Characters without the Psychological Warfare feat take a -4 penalty to their skill check. A successful skill check will render a group *shaken* for the next twenty four hours. After the first twenty four hours characters affected by psychological warfare may make a will save (DC 15) to recover. If this is failed it may be rerolled every day.

Characters without the Psychological Warfare feat suffer a -4 penalty on this use of the Intimidate skill.

Skill Check	Number of characters affected
10	1
15	10
20	100
25	1,000
+5	+1,000

This skill check is modified as follows:

Skill Modifier	Action
+5	Violent Act
+10	Extremely Violent Act
+5	Act caused light casualties
+10	Act caused a large number of casualties
+5	Attack was a Suicidal Attack (the Guerilla/Zealot/Terrorist ability)

KNOWLEDGE (BEHAVIORAL SCIENCES) (INT)

New Use

Psychotherapy: One of the most valuable tools of this skill is its application in curing (or alleviating) psychological illnesses. The seriousness of the illness (this will either be determined by the game master or listed in the character's condition summary) will determine the time



and difficulty of treating a given patient. At the end of the listed time make a skill check. If successful the patient will recover. Some illnesses are incurable but their symptoms may be alleviated through continued treatment. Characters without the Psychotherapy feat suffer a -4 penalty to this use of Knowledge (behavioral sciences).

Mild Illnesses: This category includes illnesses that often go undiagnosed and do not stop a person from functioning in society (although he is likely to function better and be happier if his condition is treated). Examples include smoking, eating disorders, depression, attention deficit disorder, hyperactivity, phobias and so forth.

Serious Illnesses: This category includes illnesses place a serious limitation on the health and/or livelihood of the people suffering from them. This level of mental illness is usually apparent to those close to the patient. Example of this illness are usually more serious forms of mild illnesses (mental illnesses, like other diseases tend to progress if left untreated).

Debilitating Illnesses: This category includes illnesses that make the person suffering from them a danger to himself and others. Some patients suffering this level of mental illness are very obviously ill, while others seem normal to the casual observer. In both cases institutionalization and full time care are called for.

Chronic Illnesses: These illnesses can never actually be cured and require constant vigilance on the part of those suffering from the illness. Examples include many forms of drug addiction (including alcoholism). This form of care is often provided by a support group rather than a single physician.

Type of Illness	DC	Time
Mild	15	6 hours
Serious	20	6 days
Debilitating	30	6 weeks
Chronic	15	1 hour*

*This will alleviate the effects of the condition for one week.

Retry? If the skill check is unsuccessful a character may retry the skill check. This second skill check requires the same amount of time as the first (so a character treating a patient suffering from a debilitating mental illness could make a skill check every 6 weeks until his treatments were successful).

Special: This skill is greatly aided by judicious application of medicines to calm the mind or correct chemical imbalances in patients. Characters with 5 or more ranks in the Craft (pharmaceutical) skill gain a +2 synergy bonus on all Knowledge (behavioral sciences) checks made for psychotherapy.

LISTEN (WIS)

The following new use is *Trained Only*.

Sonar Operation (New Use): Sonar operators use what is known as passive sonar to detect enemy vessels on most

occasions. Passive sonar gives the best chance of detecting your enemy without aiding his efforts to detect you. Sonar operators have finely tuned senses of hearing capable of discerning minute differences in pressure and motion in the waters around their ship. These natural capabilities are backed up by computers sophisticated enough to identify submarines by name by the sound they make when moving through the water. This skill is opposed by the Drive skill of an enemy submarine in submarine warfare. See the new combat rules section on submarine warfare for more information.

Active Sonar grants an operator a +10 to his skill check, but grants the same bonus to any enemy in the area to detect *him*. Thus, this method of Sonar detection is often only used by surface vessels and aircraft that have a clear advantage over any submarine in terms of weaponry and speed.

Characters without the Sonar Operation feat take a -4 penalty when making Listen checks for Sonar Operation.

PILOT (DEX)

Trained Only

Under most normal circumstances (with characters being able to take 10 on piloting skill checks), there is no need to make a skill check to land an aircraft. However, pilots conducting special operations rarely land at well-lit airports during the day.

Landing in Adverse Conditions	DC
Carrier Deck	20
Improvised Runway	20
Short Runway	15
Normal Runway	10
Mildly Adverse Weather (Thunderstorm)	+5
Adverse Weather (High Winds, Fog, Extreme Cold)	+10
Seriously Adverse Weather (Hurricane, Blizzard)	+15
Mildly Crowded Airspace (Medium Airport)	+5
Crowded Airspace (Large Airport, Medium Airport at Peak)	+10

SPOT (WIS)

The following new uses are *Trained Only*.

Radar Operation (New Use): Even with modern advanced radar systems, the eye of the operator is still key in determining the difference between a large cloud bank and a squadron of incoming fighters. A successful spot check will allow the operator to distinguish natural phenomena from aircraft at a range of several miles. Characters without the Radar Operation feat take a -4 penalty to Spot checks for Radar Operation.

Air Traffic Control (New Use): When making spot checks for radar operation you can assist a craft in taking off or landing. The base DC is 15 and grants a +2 circumstance bonus to Pilot skill checks. For every 5 points by which your roll exceeds this DC an additional +1 bonus is granted. This use of the Spot skill may not be used



untrained.”

Reconnaissance (New Use): Knowing where your enemy is, in what numbers, how he is defended, and where he is going are crucial to formation of a plan for attack or defense. Besides providing the information above, a successful reconnaissance skill check will grant the following bonus to Knowledge (tactics) if brought the attention of a friendly force within 24 hours.

Check	Bonus
15	+2
20	+3
25	+4

SURVIVAL (WIS)

The following new use is *Trained Only*

Signaling (New Use): This skill also covers non-electronic methods of communication, such as Semaphore, and can allow a character to perform the Air Traffic Control skill without a radio by using lights, flares, flags, and other improvised methods. Characters without the Signaling feat take a –4 penalty to Survival checks for Signaling.

TUMBLE (DEX)

Trained Only

Paradrop (New Use): Airborne insertions are a powerful military tool for inserting soldiers behind enemy lines for scouting, surprise raids, and special operations. In modern warfare, heavily fortified positions can be bypassed, encircled, and defeated with far less casualties than were taken in past conflicts. This skill allows a character to land precisely where she wishes to, and also allows parachuting under less than ideal conditions (from a very fast-moving craft, a low-flying craft and so forth). This skill also covers preparing equipment to be dropped. Characters without the Jump School feat take a –4 on any Tumble skill check made during a paradrop attempt (both the skill check to land on target and any skill check required to avoid damage).

Failing this check means the character lands 100 yards off target for every two points by which his roll missed the DC. Failing a check by more than 5 means the character has landed somewhere dangerous (depending on the situation, a dangerous landing could be in proximity to enemy soldiers, power lines, dense foliage, etc).

Failing the check to safely land in dense foliage such as a forest means the character has become fouled in the brush 10-100 feet above the ground. Getting down usually involves climbing or simply cutting yourself free and falling the remaining distance.

Failing the check from a high speed or low altitude insertion results in 1-4 points of damage per 2 points by which the character missed the DC (in addition to possibly landing off target, and landing somewhere dangerous). The character may attempt either a Reflex save (DC 20), or

a Tumble check (DC 15) to reduce this damage by half.

Forces on the ground need to roll a Spot check (DC 10) to detect incoming paratroopers 1-6 rounds (50-300 ft) before landing. Paratroopers in the air are extremely vulnerable to enemy fire, being treated as flat-footed both while in the air, and for 1-4 rounds after they land (while the soldiers get free of their heavy parachute riggings). A successful Paradrop skill (DC 15) will allow a character to get clear of his riggings in the minimum time (1 round).

For these reasons, soldiers will only be dropped into a hostile landing zone when absolutely necessary. Often Special Operations forces will be sent in first, to make sure an area is secure (neutralizing any enemy forces encountered) before more conventional troops are paradropped in.

The following uses of the Tumble skill may not be used at all by characters without the Jump School feat:

HALO (New Use): For special operations, the HALO, or High Altitude Low Opening method of deployment is considered the ideal. Troops are dropped from extreme altitude, making the presence of aircraft harder to detect. The soldiers so deployed then wait until they are extremely low before deploying their parachutes. HALO landings are only spotted by forces on the ground on a Spot check of 20 or higher, and if a HALO drop is spotted, forces on the ground only have 1-2 rounds during which to attack the incoming Paratroopers.

LALO (New Use): LALO, or Low Altitude Low Opening method of deployment is also very popular, used when aircraft must come in under the radar of a potentially hostile group, or to avoid a diplomatic incident. LALO insertions are risky, as the soldiers are pulled from the craft, their chute opens, and they hit the ground, all in under a minute. On a LALO jump, characters receive 2d6 points of nonlethal damage from the stress and impacts of the jump (if they fail their paradrop skill check the damage inflicted above is added to this nonlethal damage as well).

Sample Actions	DC
Land within 100 feet of target	15
Land within 100 yards of target	10
Land within one mile of target	5
Paradrop Safely through dense foliage	25
HALO	+5
LALO	+5
Paradrop equipment	20
Clear riggings in 1 round	15

Special: Characters with 5 or more ranks in Jump receive a +2 Synergy bonus on Paradrop checks.

NEW FEATS

AIR ASSAULT TRAINING

You are trained to quickly enter a combat situation by rappelling from a helicopter.



Prerequisite: Climb 4 ranks

Effect: You are not rendered flat-footed by rappelling. In the same round that you stop rappelling (when you land on the ground or voluntarily stop your movement) you may take a partial action. Most commonly this action involves moving out of the square in which you land so another soldier can rappel into that same square. This allows a great number of troops to exit a helicopter in a very short period of time.

AIRCRAFT OPERATION

Select a class of aircraft (heavy aircraft, helicopters, jet fighters, or spacecraft). The character is proficient at operating that class of aircraft.

The heavy aircraft class includes jumbo passenger airplanes, large cargo planes, heavy bombers, and any other aircraft with three or more engines. Helicopters include transport and combat helicopters of all types. Jet fighters include military fighter and ground attack jets. Spacecraft are vehicles such as the space shuttle and the lunar lander.

Prerequisite: Pilot 4 ranks.

Benefit: When operating an aircraft of the selected type, you take no penalty on Pilot checks made when operating the aircraft, and you also apply your full class bonus to Defense to the aircraft's Defense.

Normal: Characters without this feat take a -4 penalty on Pilot checks made to operate an aircraft that falls in any of these classes, and on attacks made with aircraft weapons and you apply only one-half your class bonus to Defense (rounded down) to the aircraft's Defense. There is no penalty when the character operates a general-purpose aircraft.

Special: The character can gain this feat multiple times. Each time the character takes the feat, the character selects a different class of aircraft.

AMPHIBIOUS ASSAULT TRAINING

You have learned how to fight and survive in amphibious conditions (including beach and aquatic terrain but excluding shipboard combat).

Skills: You gain a +2 bonus to three of the following skills in amphibious terrain: Balance, Demolitions, Hide, Knowledge (tactics), Survival and Swim. This feat also includes combat SCUBA training allowing you to fight underwater with no penalty to attack or defense.

Special: You may take this feat twice. Taking this feat twice grants a bonus to all six skills affected by this feat.

ANTITHESIS

You have a deep hatred for one Allegiance or group.

Prerequisite: Enemy (same group), Base Attack Bonus 9+.

Effect: When you are combating your antithesis, you gain and additional +2 to hit and skill checks. You will not willingly deal with your antithesis on friendly terms, and

when you must deal with forces friendly to them, you are -4 on all Charisma based skill checks.

Special: You may only take this feat once.

ARCTIC WARFARE COLLEGE

You have learned how to fight and survive in arctic terrain.

Skills: You gain a +2 bonus to three of the following skills in arctic terrain: Balance, Climb, Drive, Hide, Knowledge (tactics) and Survival. Characters with this training are also proficient in the use of skis, which negate any movement penalties due to snow/arctic conditions.

Special: You may take this feat twice. Taking this feat twice grants a bonus to all six skills affected by this feat.

BLACK MARKET

You are willing to use illicit back channel methods to procure equipment. It is a well-known (though unfortunate) fact that soldiers with access to equipment (because they are in charge of supply) are willing to grant "preference" in return for money or other favors. Some soldiers in dire need of money will even sell their *own* equipment and then claim they lost it or it was damaged.

Prerequisite: Knowledge (streetwise) 3 ranks

Effect: You gain a bonus to Requisition checks equal to your Reputation modifier. You may also gain a one-time bonus on a Requisition check by using the Diplomacy skill for bribery.

COMBAT DRIVING

You are highly skilled at using normal vehicles in combat.

Prerequisite: Drive 4 ranks

Effect: When driving a normal wheeled vehicle you add your class Defense bonus and Dexterity modifier to the defense of that vehicle.

Normal: A character without this feat adds no bonus to the Defense of a car that comes under attack.

Bonus: This feat is a bonus feat for Fast heroes and Daredevils.

COVER FIRE

You are highly skilled at providing cover fire.

Prerequisites: Personal Firearms Proficiency, Teamwork

Effect: You gain a 50% increase in cover fire bonuses (+3 or Dexterity modifier x1.5 whichever is higher).

Bonus: This feat is a bonus feat for Dedicated heroes.

DESERT WARFARE COLLEGE

You have learned how to fight and survive in desert terrain, most commonly at the National Training Center at Fort Erwin California.

Effect: You gain a +2 bonus to three of the following skills in desert terrain: Balance, Drive, Hide, Knowledge (tactics), Spot, Survival.



Special: You may take this feat twice. Taking this feat twice grants a bonus to all six skills affected by this feat.

DESK JOCKEY

You haven't seen a lot of combat (not yet anyway), but know the ins and outs of the military way. Regular military personnel tend to refer to characters with this feat as REMFs.

Effect: You gain +3 on Requisition checks

Special: You may take this feat more than once. Its effects stack.

ELECTRONIC WARFARE

You are an expert in the most sophisticated modern warfare techniques.

Effect: You gain a +3 bonus when using the following uses of the Computer Use skill: Jamming, Transmission Interception, Transmission Triangulation, or Scrambling/Unscrambling Transmission.

Bonus: This feat is a bonus feat for Smart heroes.

ENEMY - ONE ALLEGIANCE

You have one allegiance or group that you detest.

Effect: You gain +2 to attack and skill checks when combating your Enemy. When you must deal with your Enemy peacefully, or when you deal with groups allied with your Enemy, you take a -2 to all Charisma based skills.

Special: You may take this feat more than once. Each time it applies to a different group or Allegiance.

EVASIVE MANEUVERS

You are a master of aerial acrobatics which make any craft you pilot a hard target to latch onto in a dogfight.

Prerequisite: Pilot 5 ranks, Aircraft Operation (any type)

Effect: When piloting a craft you have the Aircraft Operation feat for you may take a -1 penalty to attack rolls in return for raising the Defense of the craft you are piloting by +1.

Special: This feat may not be used by fighters in a formation (those benefiting from the Formation Flying or Wingman feats- they are too close together). However on a free action one or more the craft may break formation in order to use this feat.

Bonus: This feat is a bonus feat for Fast heroes and Daredevils.

EXOTIC FIREARMS PROFICIENCY - FIXED WING VEHICLE WEAPONS

You are proficient in Fixed-Wing mounted vehicle weapons. This feat replaces the more generic Exotic Firearms Proficiency- Cannon feat.

Prerequisite: Personal Firearms Proficiency and

Advanced Firearms Proficiency, or Aircraft Operation (Jet Fighters)

Effect: You make attack rolls with the weapon normally.

Normal: A character that uses a weapon without being proficient takes a -4 penalty to hit.

EXOTIC FIREARMS PROFICIENCY - HELICOPTER VEHICLE WEAPONS

You are proficient in Helicopter mounted vehicle weapons. This feat replaces the more generic Exotic Firearms Proficiency- Cannon feat.

Prerequisite: Personal Firearms Proficiency and Advanced Firearms Proficiency, or Aircraft Operation (Helicopters)

Effect: You make attack rolls with the weapon normally.

Normal: A character that uses a weapon without being proficient takes a -4 penalty to hit.

EXOTIC FIREARMS PROFICIENCY- MORTAR/INDIRECT FIRE WEAPONS

You understand the basics of indirect fire and can fire them without penalty.

Prerequisite: Personal Firearms Proficiency and Advanced Firearms Proficiency

Effect: You make attack rolls with the weapon normally.

Normal: A character that uses a weapon without being proficient takes a -4 penalty to hit.

Special: Characters serving as the crew of an artillery weapon (as opposed to the character firing the weapon) do not need this feat. However, if characters working on a crew also have the Teamwork feat it can substantially reduce the time required to load the weapon, increasing the firing rate.

EXOTIC FIREARMS PROFICIENCY - TANK/ APC WEAPONS

You are proficient with large vehicle-mounted weapons found on tanks and APCs. This feat replaces the more generic Exotic Firearms Proficiency- Cannon feat.

Prerequisite: Personal Firearms Proficiency and Advanced Firearms Proficiency, or Drive 5 Ranks and Surface Vehicle Operation (tracked)

Effect: You make attack rolls with the weapon normally.

Normal: A character that uses a weapon without being proficient takes a -4 penalty to hit.

FAST TRACK

You have gained the notice of your superiors and are marked for rapid promotion, either through demonstrating your ability to lead, or your ability to brown-nose.

Effect: You may immediately make a Promotion Check upon taking this feat. You receive +4 on this and all future Promotion Checks.



FIGHTER ESCORT

You are able to provide support and protection to a large allied aircraft, usually a bomber or transport.

Prerequisites: Teamwork

Description: As their ability to protect each other in air combat became apparent, strategists also recognized the Fighter's ability to protect larger, more valuable craft. Although a vital necessity at times due to the strategic value of larger ships, flying escort with a larger ship is one of the most dangerous jobs a fighter pilot can have.

Effect: A craft Large or larger protected by a fighter escort gains a +1 Defense bonus for each fighter protecting him. If the fighters flying escort are themselves are the target of an attack their pilots only apply ½ their class bonus to the Defense of their craft.

FORCED MARCH

You have mastered the fine art of hurrying up so you can wait.

Prerequisite: Endurance.

Effect: You can Hustle (covering 6 miles per hour overland) for 2 hours before requiring a saving throw to avoid damage, and can engage in Forced March movement for 12 hours per day (covering 48 miles) without requiring a save to avoid damage. You gain a +6 on any saving throw to avoid damage from marching or hustling longer than these times (this includes the +4 bonus from the Endurance feat's bonus, which this feat requires).

Normal: Normally a character suffers one point of damage after hustling for 2 hours, and this damage doubles for each hour the character hustles beyond that. When marching, a character normally requires a Fortitude save after 8 hours (DC 10 +1 per hour beyond 8) or the character takes 1-6 points of damage.

FORMATION FLYING

You are skilled at flying in formation with other aircraft. This allows one pilot to provide cover for a friendly aircraft in combat.

Prerequisites: Aircraft Operation (any), Teamwork

Description: As long as aircraft have been shooting each other down pilots have known the advantages of flying in formation. One craft covers for the other, and a character's wingman is usually the person he trusts most in the world.

Effect: All fighters on the same side of a battle who are flying in formation with this feat gain +2 Defense in vehicle combat by protecting one another. This feat also grants a +2 bonus on Clear Your Six stunt piloting checks.

GRENADIER

You are skilled with grenades and grenade launchers.

Prerequisite: Exotic Weapon Proficiency (Grenade Launcher)

Effect: You gain a +1 to hit with grenade launchers and

increase the range increment of thrown grenades by 10 feet.

JUMP SCHOOL

You have been given training in advanced parachute techniques including HALO and LALO openings (although the military term "Jump School" is used for this feat a character who was a highly skilled sport jumper or "extreme athlete" could possess this feat as well).

Prerequisite: Tumble 4 ranks

Effect: This feat adds Tumble to your permanent class skill list. You suffer no penalty to Tumble skill checks made during a paratroop. In addition you may make HALO and LALO paratroops (see the Tumble skill entry for more information on this new skill use).

Bonus: This feat is a bonus feat for Fast heroes and Daredevils.

JUNGLE/SWAMP WARFARE COLLEGE

You have learned how to fight and survive in jungle/swamp terrain.

Skills: You gain a +2 bonus to three of the following skills in jungle/swamp terrain: Balance, Climb, Drive, Hide, Knowledge (tactics), Survival.

Special: You may take this feat twice. Taking this feat twice grants a bonus to all six skills affected by this feat.

MOS MASTERY

You are especially skilled at your MOS.

Prerequisite: Any one MOS

Effect: You may select an additional class skill from your MOS skill list. This skill is added to your permanent class skill list. You also gain a morale bonus equal to your Reputation bonus to a single MOS skill you have selected as a class skill. Finally this feat grants you a +1 bonus on promotion checks.

Special: You may take this feat multiple times. If this feat is selected multiple times you may apply it to the same MOS (selecting yet another class skill and gaining a bonus to an additional skill) or different MOS. The promotion bonus stacks if it is taken multiple times.

MOUNTAIN WARFARE COLLEGE

You have learned how to fight and survive in mountainous terrain.

Benefit: You gain a +2 bonus to three of the following skills in mountainous terrain: Balance, Climb, Demolitions, Hide, Knowledge (tactics), Survival.

Special: You may take this feat twice. Taking this feat twice grants a bonus to all six skills affected by this feat.

OFFICER CANDIDATE SCHOOL

You have graduated from an elite officer-training program.

Prerequisite: Int 13+, Cha 13+, Knowledge (Tactics) 5



Ranks, Teamwork

Effect: Knowledge (tactics) becomes a permanent class skill for you and you receive a +2 competence bonus on checks using that skill. If you possess the Tactician feat, your Charisma modifier is increased by +2 for the purposes of that feat.

Special: Your rank is immediately improved to O-1. Also, you receive a +1 bonus on all future Promotion checks. OCS is a one time opportunity in a character's career to jump into the officer ranks (assuming you think that's a good thing).

PSYCHOLOGICAL WARFARE

You are skilled in the arts of using applied psychology in support of a military objective.

Prerequisite: Knowledge (behavioral sciences) 4 ranks

Effect: You suffer no penalty on Craft (writing), Diplomacy or Intimidate skill checks made for psychological warfare.

Normal: Characters without this feat suffer a -4 penalty to Craft (writing), Diplomacy and Intimidate skill checks made for psychological warfare.

PSYCHOTHERAPY

You are able to cure mental illnesses.

Prerequisite: Knowledge (behavioral sciences) 4 ranks

Effect: You can remove mental afflictions and conditions from a patient with a successful Knowledge (behavioral sciences) skill check.

RADAR OPERATION

You are skilled at operating Radar Systems.

Effect: You make Spot skill checks normally to perform Radar Operation.

Normal: Characters without this feat suffer a -4 penalty to Spot skill checks to perform Radar Operation.

Bonus: This feat is a bonus feat for Smart heroes.

SERE

SERE stands for Survival, Evasion, Resistance, and Escape, and is the military training program to prepare soldiers for surviving in hostile territory, withstand interrogation and torture, and escape or survive to reach home. The SERE motto is "return with honor". Although SERE training is offered to all branches of service (especially special operations forces), many regular Air Force personnel receive this training, since they are at high risk of being shot down behind enemy lines and captured.

Benefit: Characters with this feat gain a +2 bonus on Hide and Survival checks, and a +2 on all Will saves and level checks to resist intimidation, interrogation, torture, and brainwashing.

SIGNALING

You are skilled at performing non-electronic methods of communication.

Effect: You make Survival skill checks normally to perform Signaling.

Normal: Characters without this feat suffer a -4 penalty to Survival skill checks to perform Signaling.

Bonus: This feat is a bonus feat for Dedicated heroes.

SNIPER SCHOOL

According to the Department of Defense, the average soldier fired 50,000 rounds per kill in Viet Nam, at a cost of 23,000 dollars, while the average sniper expended 1.3 rounds per kill, at a cost of 17 cents. Begun after the Korean War, Sniper School, based at Fort Benning, Georgia provides the military with stealth, reconnaissance, and highly discriminatory attack capabilities. The motto of the sniper is "one shot, one kill".

Prerequisite: MOS: Infantry/Rifleman, Weapon Focus, Marksmanship 1, Sharpshooter 1

Benefit: You receive the following talents upon taking this feat: Marksmanship 2 and Sharpshooter 2

SONAR OPERATION

You are skilled at operating sonar equipment.

Effect: You make Listen skill checks normally to perform Sonar Operation.

Normal: Characters without this feat suffer a -4 penalty to Listen skill checks to perform Sonar Operation.

Bonus: This feat is a bonus feat for Dedicated heroes.

SURFACE VEHICLE OPERATION

Select a class of surface vehicle (wheeled, heavy wheeled, powerboat, sailboat, ship, or tracked). The character is proficient at operating that class of vehicle.

The heavy wheeled class includes all kinds of semi-trucks and tractor-trailers, as well as wheeled construction vehicles (such as earth movers) and wheeled armored vehicles (such as some armored personnel carriers). Powerboats are engine-powered water vessels designed for operation by a single person and usually no more than 100 feet in length. Sailboats are wind-powered water vessels. Ships are large, multicrewed water vessels. Tracked vehicles include bulldozers and tanks and other military vehicles.

Prerequisite: Drive 4 ranks.

Benefit: When operating a vehicle of the selected type, you take no penalty on Drive checks made when operating the vehicle, and you also apply your full class bonus to Defense to the vehicle's Defense.

Normal: Without this feat, you take a -4 nonproficient penalty on Drive checks made to operate a vehicle, and you apply only one-half your class bonus to Defense (rounded down) to the vehicle's Defense.

Special: A character can gain this feat as many as five



times. Each time the character takes the feat, he or she selects a different class of surface vehicle.

TACTICIAN

You are a skilled leader, with a strong grasp of tactics and an ability to make those around you better in combat.

Prerequisite: Int 13+, Cha 13+, Knowledge (Tactics) 5 Ranks, Teamwork.

Effect: Normally when you roll a tactics skill check the benefits apply only to you. This feat allows you to grant the bonuses of a successful tactics skill check to your allies (characters who have the Teamwork feat for the same team). The number of allies affected is equal to double your Charisma modifier.

Special: Having this Feat grants a character a +2 bonus on all Promotion checks.

TEAMWORK- SPECIFIC GROUP

"An army is a team. It lives, eats, sleeps, fights as a team. This individuality stuff is a bunch of bullshit."

General George Patton Jr

You have trained with a specific group and gain bonuses when working with members of that group.

Prerequisite: Allegiance (Specific Team)

Effect: Whenever you are working with someone with the Teamwork feat for the same group (this could be as small as one other person and as large a group as a branch of the armed forces), you gain +2 to attack and skill checks.

Bonus: This feat is a bonus feat for Dedicated heroes.

URBAN WARFARE COLLEGE

You have learned how to fight and survive in urban terrain. Unlike the other terrain feats which focus on surviving in a hostile environment, this training focuses on the most hostile element of the modern urban environment: man. Characters with this training will receive extensive training on crowd control, riot procedures and questioning of witnesses in street situations.

Benefit: You gain a +2 bonus to three of the following skills in urban terrain: Demolitions, Diplomacy, Gather Information, Hide, Intimidate, Knowledge (tactics).

Special: You may take this feat twice. Taking this feat twice grants a bonus to all six skills affected by this feat.

WAR PROFITEER

By using contacts, savvy and a lack of moral fiber, you use your position in the military to line your pockets (a practice unfortunately as old as war itself). Servicemen in a war zone or businessmen in a country racked by war usually select this feat; however, these are not requirements as evidenced by the number of businessmen of all nationalities profiting from current conflicts in complete safety.

Prerequisite: Knowledge (business) 3 ranks

Effect: Your wealth bonus increases by +3 or your Reputation modifier whichever is higher. Unlike Windfall this feat does not grant a bonus to profession checks. This feat makes your Reputation infamous to active duty and reserve military personnel who do not possess this feat or an allegiance to *avarice* or *graft*. Finally this feat gives you a -2 penalty on Promotion checks.

Special: You may take this feat multiple times with both the wealth bonus and the promotion penalty stack.

WINGMAN

You are skilled at providing cover for teammates in aerial combat.

Prerequisite: Aircraft Operation (any), Teamwork, Formation Flying

Description: You are a most valuable commodity: an expert wingman.

Effect: You grant your partner a +4 Def bonus in vehicle combat. If a missile hits the plane you are defending, you may attempt to shoot it down as an attack of opportunity. This feat grants a +2 bonus on Clear Your Six pilot checks, which stacks with the bonus granted by Formation Flying (for a total bonus of +4).

MOS FEATS

MILITARY OCCUPATIONAL SPECIALTY

To coin a phrase: "being in the military is not just an adventure, it's an occupation." Being in the military is not just one occupation, and characters will have the opportunity to learn many different skills during their time in the military. The military's term for these jobs is Military Occupational Specialty, or MOS. Like an occupation, each MOS expands the character's range of class skills. However, unlike Occupations no wealth bonus is gained.

Terminology Note: Each nation's military, and even different branches of service within nations, have their own language. Each MOS below that is offered by more than one branch of service has a different name for each different military organization. What the Army calls "Signals", the Air Force calls the "Communications Career Field", and the Marine Corps calls "Operational Communications". In general, however, each MOS is given only one name, for ease of reference.

MOS ADMINISTRATIVE

"Paper-work will ruin any military force"

Lieutenant-General Lewis B. "Chesty" Puller

You are trained in human resources and administration duties. Following a recent reorganization of military MOS fields, this MOS also includes the military bands.

Prerequisite: Personal Firearms Proficiency or Officer Candidate School



Skills: Choose any three of the following as permanent class skills: Computer Use, Diplomacy, Knowledge (art, business, current events, history, popular culture, tactics), Listen, Perform and Research. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Bonus Feat List: Armor Proficiency (light), Attentive, Combat Expertise, Creative, Defense Language Institute, Desk Jockey, Educated, Fast Track, Iron Will, MOS Mastery, Meticulous, Officer Candidate School, Studious

MOS AIR DEFENSE

You have been trained to man and maintain an air defense rocket system such as the Patriot missile system or the Bradley Linebacker.

Prerequisite: Personal Firearms Proficiency or Officer Candidate School

Skills: Choose any three of the following as permanent class skills: Climb, Computer Use, Demolitions, Disable Device, Drive, Hide, Knowledge (tactics, technology), Navigate, Repair, Spot and Tumble. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Bonus Feat List: Air Assault Training, Armor Proficiency (light, medium), Cautious, Combat Driving, Cover Fire, Exotic Firearms Proficiency (tank/APC weapons), Far Shot, Gearhead, Jump School, MOS Mastery, Radar Operation, Surface Vehicle Operation (heavy wheeled or tracked), Teamwork, Vehicle Expert, Weapon Focus

MOS ARMOR

You are trained to operate as either a driver or a crewman on a large wheeled or tracked vehicle, such as the M-1 Abrams, Paladin, or Avenger.

Prerequisite:

Personal Firearms Proficiency or Officer Candidate School

Skills: Choose any three of the following as permanent class skills: Computer Use, Demolitions, Disable Device, Drive, Hide, Knowledge (tactics), Knowledge (technology), Navigate, Repair and Tumble.

If a skill you select is already a class skill,

you receive a +1 competence bonus on checks using that skill.

Bonus Feat List: Air Assault Training, Armor Proficiency (light, medium, heavy), Cautious, Combat Driving, Drive-by Attack, Exotic Firearms Proficiency (tank/APC weapons), Far Shot, Gearhead, Jump School, MOS Mastery, Radar Operation, Surface Vehicle Operation (heavy wheeled or tracked), Teamwork, Vehicle Expert, Weapon Focus

MOS AVIATION

You are trained in aviation support techniques, including Air Traffic Control duties. At higher skill levels, you will be trained to construct air traffic control facilities, and to command them.

Prerequisite: Personal Firearms Proficiency or Officer Candidate School

Skills: Choose any three of the following as permanent class skills: Computer Use, Craft (electronic, mechanical, structural), Knowledge (technology), Repair, Spot and Survival. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Bonus Feat List: Alertness, Armor Proficiency (light, medium), Builder, Combat Expertise, Electronic Warfare, Gearhead, Iron Will, Jump School, MOS Mastery, Radar Operation, Signaling, Surface Vehicle Operation (heavy wheeled or tracked), Teamwork

MOS DIVER

You are trained in underwater repair, demolition, and salvage.



Prerequisite: Personal Firearms Proficiency

Skills: Choose any three of the following as permanent class skills: Craft (chemical, electronic, mechanical), Demolitions, Disable Device, Knowledge (technology), Listen, Navigate, Profession (diver), Repair, Search, Spot, Survival and Swim. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Bonus Feats: Alertness, Amphibious Assault Training, Armor Proficiency (light, medium, heavy), Athletic, Builder, Cautious, Endurance, Gearhead, Great Fortitude, Guide, Jump School, Jungle/Swamp Warfare College, MOS Mastery, Signaling, Sonar Operation, Surface Vehicle Operation (powerboat, sailboat), Teamwork

MOS ENGINEERING

You are trained in combat construction and bridge laying, as well as mine laying and mine removal.

Prerequisite: Personal Firearms Proficiency or Officer Candidate School

Skills: Choose any three of the following as permanent class skills: Craft (chemical, electronic, mechanical, structural), Demolitions, Disable Device, Drive, Knowledge (technology), Navigate, Repair, Search, Survival and Tumble. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Bonus Feat List: Air Assault Training, Amphibious Assault Training, Arctic Warfare College, Armor Proficiency (light, medium, heavy), Builder, Cautious, Combat Driving, Combat Reflexes, Desert Warfare College, Endurance, Gearhead, Jump School, Jungle/Swamp Warfare School, MOS Mastery, Meticulous, Surface Vehicle Operation (heavy wheeled, tracked), Teamwork, Toughness and Vehicle Expert

MOS FIELD ARTILLERY

You are trained to fire Indirect Fire weapons, from the smallest mortar to the largest howitzers. This MOS also covers especially large Indirect Fire weapons such as ship cannons when used for Indirect Fire (bombardment).

Prerequisite: Personal Firearms Proficiency or Officer Candidate School

Skills: Choose any three of the following as permanent class skills: Computer Use, Craft (electronic, mechanical, structural), Demolitions, Disable Device, Drive, Knowledge (tactics), Hide, Repair and Spot. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Bonus Feats: Alertness, Armor Proficiency (light, medium), Air Assault Training, Builder, Cautious, Cover Fire, Desert Warfare College, Exotic Firearms Proficiency-Mortar/Indirect Fire Weapons, Gearhead, Jump School, MOS Mastery, Radar Operation, Surface Vehicle Operation (heavy wheeled and tracked), Teamwork, Vehicle Expert

MOS INTELLIGENCE

You are trained in information gathering. Depending on your specialty, this could involve using satellites, binoculars, or a bribe slipped under a table. Characters with the MOS Signal Intelligence will have the Signals MOS, as well as the Intelligence MOS, and select either the Cryptography or Electronic Warfare feats.

Prerequisite: Personal Firearms Proficiency or Officer Candidate School

Skills: Choose any three of the following as permanent class skills: Bluff, Computer Use, Decipher Script, Diplomacy, Forgery, Gather Information, Intimidate, Read Language (all), Research, Sense Motive, Speak Language (all), Spot and Tumble. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Bonus Feats: Air Assault Training, Alertness, Amphibious Assault Training, Armor Proficiency (light, medium), Attentive, Black Market, Combat Expertise, Combat Martial Arts, Combat Reflexes, Deceptive, Defense Language Institute, Desert Warfare College, Electronic Warfare, Jump School, Low Profile, MOS Mastery, MOS NBC, MOS Signals, Meticulous, SERE, Signaling, Stealthy, Teamwork, Trustworthy, Urban Warfare College

MOS LAW ENFORCEMENT

Law Enforcement characters provide security for critical military bases and resources, guard prisoners of war, and act as military police.

Prerequisite: Personal Firearms Proficiency

Skills: Choose any three of the following as permanent class skills: Diplomacy, Drive, Handle Animal, Intimidate, Investigate, Knowledge (civics), Sense Motive and Spot. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Bonus Feats: Air Assault Training, Alertness, Animal Affinity, Armor Proficiency (light, medium), Attentive, Combat Expertise, Combat Martial Arts, Combat Driving, Combat Reflexes, Double Tap, Improved Disarm, Improved Trip, Jump School, MOS Mastery, Teamwork, Urban Warfare College

MOS LEGAL SERVICES

Legal specialists serve as legal advisors to military commanders and staff and serve the Judge Advocate General in legal and administrative matters.

Prerequisite: Officer Candidate School

Skills: Choose any three of the following as permanent class skills: Bluff, Computer Use, Diplomacy, Gather Information, Knowledge (behavioral sciences, business, civics), Research and Sense Motive. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Bonus Feats: Attentive, Combat Expertise, Confident,



Deceptive, Defense Language Institute, Desk Jockey, Educated, Fast Track, Focused, Iron Will, MOS Mastery, Renown, Studious, Trustworthy

MOS MAINTENANCE

You perform a vital, if less than glamorous job: the care, maintenance, and repair of the numerous vehicles, tanks, missiles systems, and electronic equipment fielded by the military. In the real world this MOS is really a wide range of related, specialized fields, molded into one MOS for game purposes. At the officer level this specialization is more commonly called “Ordnance”.

Prerequisite: Personal Firearms Proficiency or Officer Candidate School

Skills: Choose any two of the following as permanent class skills: Computer Use, Craft (electronic, mechanical, structural), Drive, Knowledge (technology) and Repair. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Bonus Feats: Armor Proficiency (light, medium), Builder, Combat Driving, Combat Expertise, Gearhead, Great Fortitude, MOS Mastery, Surface Vehicle Operation (heavy wheeled), Teamwork, Vehicle Expert

MOS MEDICAL

Performs duties as a field medic to combat units, and provides support to nursing and medical staff at military hospitals. A character who wishes to be a full fledged surgeon must enter this MOS after completing Officer Candidate School. Otherwise the character is a field medic.

Prerequisite: Personal Firearms Proficiency or Officer Candidate School

Skills: Choose any three of the following as permanent class skills: Computer Use, Craft (electronic, pharmaceutical), Diplomacy, Investigate, Knowledge (behavioral sciences, technology), Repair, Research, Treat Injury and Tumble. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Bonus Feats: Air Assault Training, Attentive, Combat Expertise, Desk Jockey, Educated, Focused, Iron Will, Jump School, MOS Mastery, MOS NBC, Medical Expert, Psychotherapy, Studious, Surgery, Teamwork

MOS NBC

Identifies Nuclear, Biological and Chemical Weaponry based on limited data, observations, or effects. The MOS NBC is also in charge of caring for units NBC equipment, training soldiers in NBC countermeasures and survival, and ensuring that a unit is prepared to operate in a NBC environment.

Prerequisite: Personal Firearms Proficiency or Officer Candidate School

Skills: Choose any three of the following as permanent class skills: Craft (chemical, electronic), Demolitions,

Diplomacy, Disable Device, Knowledge (technology), Repair, Research, Search, Spot, Treat Injury and Tumble. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Bonus Feats: Air Assault Training, Alertness, Armor Proficiency (light, medium), Builder, Cautious, Combat Expertise, Gearhead, Great Fortitude, Jump School, MOS Mastery, Medical Expert, SERE, Teamwork, Urban Warfare College

MOS PILOT

You are trained to pilot various types of aircraft for the following purposes: air superiority, reconnaissance, combined arms, and rescue operations.

Requirements: Officer Candidate School.

Skills: Choose any two of the following as permanent class skills: Computer Use, Craft (electronics, mechanical), Knowledge (tactics), Pilot, Repair, Spot, Survival and Tumble. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Bonus Feats: Aircraft Operation (heavy aircraft, helicopters, jet fighters), Alertness, Armor Proficiency (light, medium), Confident, Evasive Maneuvers, Exotic Firearm Proficiency- Fixed Wing Vehicle Weapons, Exotic Firearms Proficiency- Helicopter Vehicle Weapons, Fighter Escort, Formation Flying, Improved Initiative, Jump School, Lightning Reflexes, MOS Mastery, Radar Operation, SERE, Signaling, Teamwork, Vehicle Dodge, Vehicle Expert, Wingman

MOS PSYCHOLOGICAL OPERATIONS

In this war, which was total in every sense of the word, we have seen many great changes in military science. It seems to me that not the least of these was the development of psychological warfare as a specific and effective weapon.”

-General Dwight D. Eisenhower

Psychological operations specialists are skilled at altering the attitudes of the enemy. Sometimes this involves winning over a hostile force while other times it will involve turning enemies against one another. Depending on which feat is used as the prerequisite for this feat the character will be either a Psychological Operations Specialist (in the enlisted ranks) or a Psychological Operations Officer.

Prerequisite: Personal Firearms Proficiency or Officer Candidate School

Skills: Choose any three of the following as permanent class skills: Bluff, Computer Use, Craft (writing), Diplomacy, Disguise, Forgery, Gather Information, Intimidate, Knowledge (behavioral sciences, civics, current events, history, popular culture, streetwise, tactics),



Research and Sense Motive. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Bonus Feats: Air Assault Training, Armor Proficiency (light, medium), Attentive, Combat Expertise, Confident, Deceptive, Defense Language Institute, Educated, Iron Will, Jump School, Low Profile, MOS Mastery, Psychological Warfare, SERE, Signaling, Studious, Teamwork, Trustworthy, Urban Warfare College

MOS RECRUITING AND RETENTION

You are trained to recruit men and women into the armed forces, to convince of them of the value of their continued service, and as a reserve member of this MOS to aid them in their transition back to civilian life when their service is completed.

Prerequisite: Personal Firearms Proficiency

Skills: Choose any three of the following as permanent class skills: Bluff, Computer Use, Diplomacy, Knowledge (behavioral sciences, current events, popular culture), Listen, Research and Sense Motive. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Bonus Feats: Air Assault Training, Alertness, Armor Proficiency (light), Attentive, Combat Expertise, Confident, Deceptive, Defense Language Institute, Desk Jockey, Educated, Fast Track, Iron Will, Jump School, MOS Mastery, Renown, Teamwork, Trustworthy

MOS RELIGIOUS SERVICES

You are trained to assist the Chaplain's corps in the performance of their duties.

Prerequisite: Personal Firearms Proficiency

Skills: Choose any three of the following as permanent class skills: Diplomacy, Knowledge (behavioral sciences, history, theology and philosophy), Listen, Research, Sense Motive, Spot and Treat Injury. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Bonus Feats: Alertness, Attentive, Desk Jockey, Educated, Fast Track, Focused, Iron Will, MOS Mastery, Medical Expert, Renown, SERE, Studious, Trustworthy

MOS RIFLEMAN

"No bastard ever won a war by dying for his country. He won it by making the other poor dumb bastard die for his country."

-General George Patton Jr

You are trained to perform offensive and defensive combat operations, including placement and removal of mines, reconnaissance, and leading of combat units.

Prerequisite: Personal Firearms Proficiency or Officer Candidate School

Skills: Choose any three of the following as permanent class skills: Climb, Craft (structural), Demolitions, Disable Device, Drive, Hide, Intimidate, Knowledge (tactics), Navigate, Search, Spot, Survival and Tumble. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Bonus Feats: Advanced Firearms Proficiency, Air Assault Training, Amphibious Assault Training, Armor Proficiency (light, medium, heavy), Athletic, Burst Fire, Combat Martial Arts, Combat Reflexes, Confident, Cover Fire, Dead Aim, Desert Warfare College, Endurance, Exotic Firearms Proficiency, Far Shot, Forced March, Jump School, Jungle/Swamp Warfare College, MOS Mastery, Mountain Warfare College, Point Blank Shot, Precise Shot, SERE, Signaling, Strafe, Teamwork, Urban Warfare College, Weapon Focus

MOS SIGNALS

You are trained to install, maintain, repair, and operate communications systems. Characters wishing to be MOS Signal Intelligence will have this MOS and the Intelligence MOS.

Prerequisite: Personal Firearms Proficiency or Officer Candidate School

Skills: Choose any three of the following as permanent class skills: Computer Use, Craft (electronic, mechanical), Diplomacy, Knowledge (technology), Read Language (all), Repair, Speak Language (all), Spot, Survival and Tumble. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Bonus Feats: Air Assault Training, Amphibious Assault Training, Armor Proficiency (light, medium), Combat Martial Arts, Combat Reflexes, Confident, Deceptive, Defense Language Institute, Desert Warfare College, Educated, Electronic Warfare, Gearhead, Guide, Jump School, Jungle/Swamp Warfare, MOS Intelligence, MOS Mastery, Mountain Warfare College, Radar Operation, SERE, Signaling, Teamwork, Trustworthy, Urban Warfare College

MOS SUPPLY AND LOGISTICS

Armies run on their stomachs, but this MOS provides more services as well including mortuary services, laundry services and parachute rigging.

Prerequisite: Personal Firearms or Officer Candidate School

Skills: Choose any three of the following as permanent class skills: Bluff, Computer Use, Diplomacy, Forgery, Gather Information, Listen, Repair, Research, Sense Motive. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Bonus Feats: Air Assault Training, Armor Proficiency (light, medium), Attentive, Black Market, Combat



Expertise, Desk Jockey, Educated, Iron Will, Jump School, MOS Mastery, Meticulous, Surface Vehicle Operation (heavy wheeled), War Profiteer

MOS TRANSPORTATION

You are trained to drive a myriad of sea vehicles to transport troops and equipment. In the real world this would be a wide range of related MOS career fields.

Prerequisite: Personal Firearms Proficiency or Officer Candidate School

Skills: Choose any three of the following as permanent class skills: Computer Use, Drive, Knowledge (current events, history, tactics, technology), Listen, Navigate, Repair, Spot and Swim. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Bonus Feats: Alertness, Amphibious Assault Training, Armor Proficiency (light, medium), Drive-by Attack, Gearhead, Guide, Jungle/Swamp Warfare College, MOS Mastery, Radar Operation, Signaling, Sonar Operation, Surface Vehicle Operation (powerboat, sailboat, ship), Teamwork, Vehicle Dodge, Vehicle Expert

ADVANCED TRAINING

These talents represent the extremely focused training received by characters on active or reserve duty with a major military force. What constitutes a major military force is left to the game master's discretion but could include paramilitary groups, terrorist groups or mercenary companies.

AIR SUPERIORITY

Air Superiority 1 (prerequisite MOS Pilot): You gain a +1 bonus to attack rolls when fighting another air vehicle.

Air Superiority 2 (prerequisite air superiority 1): You gain a +1 bonus to attack rolls when fighting another air vehicle (cumulative with air superiority 1 for a total bonus of +2).

Air Superiority 3 (prerequisite air superiority 2): You gain a +1 bonus to attack rolls when fighting another air vehicle (cumulative with air superiority 2 for a total bonus of +3).

Air Superiority 4 (prerequisite air superiority 3): You gain a +1 bonus to attack rolls when fighting another air vehicle (cumulative with air superiority 3 for a total bonus of +4).

Air Superiority 5 (prerequisite air superiority 4): You gain a +1 bonus to attack rolls when fighting another air vehicle (cumulative with air superiority 4 for a total bonus of +5).

AIR SUPPORT

Air Support 1 (prerequisite MOS Pilot): You grant an additional dodge bonus of +1 Defense when providing air support.

Air Support 2 (prerequisite air support 1): You grant an additional dodge bonus of +1 Defense when providing air support (cumulative with air support 1 for a total bonus of +2).

Air Support 3 (prerequisite air support 2): You grant an additional dodge bonus of +1 Defense when providing air support (cumulative with air support 2 for a total bonus of +3).

Air Support 4 (prerequisite air support 3): You grant an additional dodge bonus of +1 Defense when providing air support (cumulative with air support 3 for a total bonus of +4).

Air Support 5 (prerequisite air support 4): You grant an additional dodge bonus of +1 Defense when providing air support (cumulative with air support 4 for a total bonus of +5).

ARTILLERIST

Artillerist 1 (prerequisite MOS Field Artillery): You gain a +2 bonus to hit when using indirect fire weapons. This bonus may only be used to counter the -10 bonus to attack rolls incurred by indirect fire.

Artillerist 2 (prerequisite artillerist 1): You gain a +2 bonus to hit when using indirect fire weapons (cumulative with artillerist 1 for a total bonus of +4). This bonus may only be used to counter the -10 bonus to attack rolls incurred by indirect fire.

Artillerist 3 (prerequisite artillerist 2): You gain a +2 bonus to hit when using indirect fire weapons (cumulative with artillerist 2 for a total bonus of +6). This bonus may only be used to counter the -10 bonus to attack rolls incurred by indirect fire.

Artillerist 4 (prerequisite artillerist 3): You gain a +2 bonus to hit when using indirect fire weapons (cumulative with artillerist 3 for a total bonus of +8). This bonus may only be used to counter the -10 bonus to attack rolls incurred by indirect fire.

Artillerist 5 (prerequisite artillerist 4): You gain a +2 bonus to hit when using indirect fire weapons (cumulative with artillerist 4 for a total bonus of +10). This bonus may only be used to counter the -10 bonus to attack rolls incurred by indirect fire.

BOMBING RUN

Bombing Run 1 (prerequisite MOS Pilot): You gain a +2 bonus to bombing attack rolls. Bomb attacks are unaffected by the character's BAB and have a base attack modifier of +0.

Bombing Run 2 (prerequisite bombing run 1): You gain a +2 bonus to bombing attack rolls (cumulative with bombing run 1 for a total attack bonus of +4). Bomb



attacks are unaffected by the character's BAB and have a base attack modifier of +0.

Bombing Run 3 (prerequisite bombing run 2): You gain a +2 bonus to bombing attack rolls (cumulative with bombing run 2 for a total attack bonus of +6). Bomb attacks are unaffected by the character's BAB and have a base attack modifier of +0.

Bombing Run 4 (prerequisite bombing run 3): You gain a +2 bonus to bombing attack rolls (cumulative with bombing run 3 for a total attack bonus of +8). Bomb attacks are unaffected by the character's BAB and have a base attack modifier of +0.

Bombing Run 5 (prerequisite bombing run 4): You gain a +2 bonus to bombing attack rolls (cumulative with bombing run 4 for a total attack bonus of +10). Bomb attacks are unaffected by the character's BAB and have a base attack modifier of +0.

COMBAT ENGINEERING

Combat Engineering 1 (prerequisite MOS Engineering): You gain a +1 bonus to all Craft skill checks. In addition you decrease the time needed to make Craft skill checks by 10%.

Combat Engineering 2 (prerequisite combat engineering 1): You gain a +1 bonus to all Craft skill checks. In addition you decrease the time needed to make Craft skill checks by 10%. Both of these effects are cumulative with combat engineering 1 for a total bonus of +2 to skill checks and a 20% reduction in the time needed to make a check.

Combat Engineering 3 (prerequisite combat engineering 2): You gain a +1 bonus to all Craft skill checks. In addition you decrease the time needed to make Craft skill checks by 10%. Both of these effects are cumulative with combat engineering 2 for a total bonus of +3 to skill checks and a 30% reduction in the time needed to make a check.

Combat Engineering 4 (prerequisite combat engineering 3): You gain a +1 bonus to all Craft skill checks. In addition you decrease the time needed to make Craft skill checks by 10%. Both of these effects are cumulative with combat engineering 3 for a total bonus of +4 to skill checks and a 40% reduction in the time needed to make a check.

Combat Engineering 5 (prerequisite combat engineering 4): You gain a +1 bonus to all Craft skill checks. In addition you decrease the time needed to make Craft skill checks by 10%. Both of these effects are cumulative with combat engineering 1 for a total bonus of +5 to skill checks and a 50% reduction in the time needed to make a check.

COMBAT MEDICINE

Combat Medicine 1 (prerequisite MOS Medical): You gain a +2 bonus on all Treat Injury skill checks.

Combat Medicine 2 (prerequisite combat medicine 1): You can reduce the time required to perform surgery by one hour for each -2 penalty you take on your Treat Injury skill check. The minimum time to perform surgery is always one hour.

Combat Medicine 3 (prerequisite combat medicine 2): You can increase the amount of damage healed by surgery by +1 per die for each -2 penalty you take on a Treat Injury skill check. If you fail your skill check when performing this procedure your patient loses 1-6 points of Constitution due to temporary ability damage.

Combat Medicine 4 (prerequisite combat medicine 3): You can use your treat injury skill to restore hit points twice per day on each patient.

Combat Medicine 5 (prerequisite combat medicine 4): You can use your treat injury skill to restore hit points three times per day on each patient.

DEATH FROM ABOVE

Death from above 1 (prerequisite Jump School or Air Assault Training): You receive a +1 morale bonus to attack rolls made within one minute of a parachute or air assault insertion.

Death from above 2 (prerequisite Death from Above 1): Your attack roll bonus is increased an additional +1 cumulative with death from above 1 (for a total attack bonus of +2).

Death from above 3 (prerequisite Death from Above 2): Your attack roll bonus is increased an additional +1 cumulative with death from above 2 (for a total attack bonus of +3).

Death from above 4 (prerequisite Death from Above 3): Your attack roll bonus is increased an additional +1 cumulative with death from above 3 (for a total attack bonus of +4).

Death from above 5 (prerequisite Death from Above 4): Your attack roll bonus is increased an additional +1 cumulative with death from above 4 (for a total attack bonus of +5).

MARKSMANSHIP

Marksmanship 1 (prerequisite MOS: Rifleman): You gain a +2 bonus on all ranged attack rolls at ranges of one range increment or further when using any ranged weapon for which you possess the Weapon Focus feat. This bonus may only be used to offset range penalties.

Marksmanship 2 (prerequisite Marksmanship 1): Your attack roll bonus is increased by +2 cumulative with Marksmanship 1 (for a total attack bonus of +4) to offset range penalties.

Marksmanship 3 (prerequisite Marksmanship 2): Your attack roll bonus is increased by +2 cumulative with Marksmanship 2 (for a total attack bonus of +6) to offset range penalties.

Marksmanship 4 (prerequisite Marksmanship 3):



Your attack roll bonus is increased by +2 cumulative with Marksmanship 3 (for a total attack bonus of +8) to offset range penalties.

Marksmanship 5 (prerequisite Marksmanship 4): Your attack roll bonus is increased by +2 cumulative with Marksmanship 4 (for a total attack bonus of +10) to offset range penalties.

SHARPSHOOTER

Sharpshooter 1 (prerequisite MOS: Rifleman): You gain a +1 bonus to damage rolls when using any ranged weapon for which you possess the Weapon Focus feat. You only gain this damage bonus if you suffer no penalty to attack rolls from range (this includes any range penalty negated by the Marksmanship feat).

Sharpshooter 2 (prerequisite Sharpshooter 1): Your damage bonus in increase by +1 cumulative with Sharpshooter 1 (for a total damage bonus of +2).

Sharpshooter 3 (prerequisite Sharpshooter 2): Your damage bonus in increase by +1 cumulative with Sharpshooter 2 (for a total damage bonus of +3).

Sharpshooter 4 (prerequisite Sharpshooter 3): Your damage bonus in increase by +1 cumulative with Sharpshooter 3 (for a total damage bonus of +4).

Sharpshooter 5 (prerequisite Sharpshooter 4): Your damage bonus in increase by +1 cumulative with Sharpshooter 4 (for a total damage bonus of +5).

SHOCK ASSAULT

Shock Assault 1 (prerequisite Personal Firearms Proficiency): You gain a +1 morale bonus to attack rolls whenever attacking or advancing toward an active hostile force. If you are pinned down, retreating or performing any action that does not involve advancing toward an enemy you do not gain this bonus.

Shock Assault 2 (prerequisite Shock Assault 1): You gain a +1 morale bonus to attack rolls whenever attacking or advancing toward an active hostile force cumulative with Shock Assault 1 (for a total attack bonus of +2).

Shock Assault 3 (prerequisite Shock Assault 2): You gain a +1 morale bonus to attack rolls whenever attacking or advancing toward an active hostile force cumulative with Shock Assault 2 (for a total attack bonus of +3).

Shock Assault 4 (prerequisite Shock Assault 3): You gain a +1 morale bonus to attack rolls whenever attacking or advancing toward an active hostile force cumulative with Shock Assault 3 (for a total attack bonus of +4).

Shock Assault 5 (prerequisite Shock Assault 4): You gain a +1 morale bonus to attack rolls whenever attacking or advancing toward an active hostile force cumulative with Shock Assault 4 (for a total attack bonus of +5).

SNIPER

Sniper 1 (prerequisite MOS: Rifleman, Sniper School, Weapon Focus, Marksmanship 2, Sharpshooter 2): You

inflict +1d6 extra damage against opponents denied their Dexterity bonus due to surprise or being flat-footed and on confirmed criticals. If this attack (including the bonus damage) triggers a massive damage saving throw, the DC of that save is increased by +1.

Sniper 2 (prerequisite Sniper 1): Your increased damage is increased by an additional +1d6 cumulative with Sniper 1 (for a total damage bonus of +2d6).

Sniper 3 (prerequisite Sniper 2): Your increased damage is increased by an additional +1d6 cumulative with Sniper 2 (for a total damage bonus of +3d6).

Sniper 4 (prerequisite Sniper 3): Your increased damage is increased by an additional +1d6 cumulative with Sniper 3 (for a total damage bonus of +4d6).

Sniper 5 (prerequisite Sniper 4): Your increased damage is increased by an additional +1d6 cumulative with Sniper 4 (for a total damage bonus of +5d6).

TANKER

Tanker 1 (prerequisite MOS Armor): You increase the Defense of any tracked vehicle you are driving by +1.

Tanker 2 (prerequisite tanker 1): You increase the Defense of any tracked vehicle you are driving by +1 (cumulative with tanker 1 for a total bonus of +2).

Tanker 3 (prerequisite tanker 2): You increase the Defense of any tracked vehicle you are driving by +1 (cumulative with tanker 2 for a total bonus of +3).

Tanker 4 (prerequisite tanker 3): You increase the Defense of any tracked vehicle you are driving by +1 (cumulative with tanker 3 for a total bonus of +4).

TERRAIN SPECIALIZATION

Terrain Specialization (prerequisite any one of the following: Amphibious Assault Training, Arctic Warfare College, Desert Warfare College, Jungle/Swamp Warfare College, Mountain Warfare College, Urban Warfare College): When you take this talent choose one terrain for which you have the appropriate feat. You gain a +1 to all attack rolls made within that terrain. You may take this talent multiple times for the same or different terrain (you must have the appropriate feats to apply this talent to multiple terrains).

TRENCH WARFARE

Trench Warfare 1 (prerequisite Personal Firearms Proficiency): When fighting from cover you gain a +1 morale bonus to attack rolls.

Trench Warfare 2 (prerequisite trench warfare 1): When fighting from cover you gain a +1 morale bonus to attack rolls (cumulative with trench warfare 1 for a total bonus of +2).

Trench Warfare 3 (prerequisite trench warfare 2): When fighting from cover you gain a +1 morale bonus to attack rolls (cumulative with trench warfare 2 for a total bonus of +3).

TABLE 2-2: AIR FORCE ENLISTED RANKS

Rank	Name	Promotion DC	Requisition Modifier	Pay Grade
E-1	Airman Basic	---	+0	+1
E-2	Airman	15	+1	+2
E-3	Airman 1st Class	16	+2	+3
E-4	Senior Airman	17	+4	+4
E-5	Staff Sergeant	20	+6	+5
E-6	Technical Sergeant	21	+8	+6
E-7	Master Sergeant	22	+10	+7
E-7+	1st Master Sergeant	23	+11	+7
E-8	Senior Master Sergeant	23	+12	+8
E-8+	1st Sergeant	25	+14	+8
E-9	Chief Master Sergeant	26	+16	+9
E-9+	1st Chief Master Sgt.	27	+18	+9
E-9++	Command CMS	30	+20	+10
E-10	CMS of the Air Force	30	+22	+11
Warrant Officer Ranks: The Air Force has eliminated Warrant Officers				
Air Force Officer Ranks (requires Officer Candidate School)				
O-1	2nd Lieutenant	20	+6	+6
O-2	1st Lieutenant	22	+9	+8
O-3	Captain	24	+12	+10
O-4	Major	26	+15	+12
O-5	Lieutenant Colonel	28	+18	+14
O-6	Colonel	30	+21	+16
O-7	Brigadier General	32	+24	+18
O-8	Major General	34	+27	+20
O-9	Lieutenant General	36	+30	+22
O-10	General	38	+32	+24

Trench Warfare 4 (prerequisite trench warfare 3):

When fighting from cover you gain a +1 morale bonus to attack rolls (cumulative with trench warfare 3 for a total bonus of +4).

Trench Warfare 5 (prerequisite trench warfare 1):

When fighting from cover you gain a +1 morale bonus to attack rolls (cumulative with trench warfare 4 for a total bonus of +5).

RANK

As characters progress in the military campaign, Rank offers them another avenue for character advancement and development in addition to the traditional gaining of levels. In general, a character will have the opportunity to gain one rank per level, with higher rank bringing more authority, and the ability to requisition more gear from the character's branch of service.

RANK AND THE GAME

The Game Master in any d20 Modern game involving military personnel must handle rank with utmost care. Two factors must be balanced at all times when dealing with rank: the realism of the game and the fun of the game.

Realistically, rank is not as linear as most outside the military tend to believe. It is *technically* true that a First Lieutenant ten minutes out of OCS outranks a Command Sergeant Major with thirty years combat experience. In

reality, when the bullets start flying, whom would you listen to? In the chain of command, most units have a very experienced NCO (Staff Sergeant or above, depending on the size of the command) who is second in command.

Fun must take precedence, even over reality, in any activity for enjoyment, like a roleplaying game. No one shows up at their weekly game to be ordered around by someone else. We all get enough of that in our real lives, obeying traffic laws, filling out our taxes, toeing the line for our bosses, etc. Fortunately, special ops groups work almost identically to adventuring parties, with each character taking a role in leadership when the situation better fits his expertise.

PROMOTION

The basic mechanic for gaining Rank in Blood and Guts is the Promotion check. Promotion checks are made whenever a character gains a level, or whenever some other quality entitles the character to a Promotion check (such as the Fast Track feat, earning a new skill level in a character's MOS, or earning a Medal as the result of a mission). Often a character will be entitled to make more than one Promotion check per level (for instance a character would make a Promotion check for gaining the level, then, if spending skill points qualified a character for a new MOS Skill level, the character would get to roll his free promotion check as well). However, regardless of how many Promotion checks a character is entitled to make, a character may not advance more than one Rank



TABLE 2-3: ARMY ENLISTED RANKS

Rank	Name	Promotion DC	Requisition Modifier	Pay Grade
E-1	Private	---	+0	+1
E-2	Private	15	+1	+2
E-3	Private First Class	16	+2	+3
E-4	Specialist	17	+4	+4
E-4+	Corporal	17	+5	+4
E-5	Sergeant	20	+6	+5
E-6	Staff Sergeant	21	+8	+6
E-7	Sergeant 1st Class	22	+10	+7
E-8	Master Sergeant	23	+12	+8
E-8+	First Sergeant	25	+14	+8
E-9	Sergeant Major	26	+16	+9
E-9+	Command Sgt. Major	27	+18	+9
E-10	Sgt. Major of the Army	30	+20	+10
Warrant Officer Ranks (Requires 10 Skill Ranks in two skills)				
WO-1	Warrant Officer 1	20	+6	+6
WO-2	Warrant Officer 2	22	+9	+7
WO-3	Warrant Officer 3	24	+12	+8
WO-4	Warrant Officer 4	26	+15	+9
WO-5	Chief Warrant Officer	28	+18	+10
Officer Ranks (Requires Officer Candidate School)				
O-1	2nd Lieutenant	20	+6	+6
O-2	1st Lieutenant	22	+9	+8
O-3	Captain	24	+12	+10
O-4	Major	26	+15	+12
O-5	Lieutenant Colonel	28	+18	+14
O-6	Colonel	30	+21	+16
O-7	Brigadier General	32	+24	+18
O-8	Major General	34	+27	+20
O-9	Lieutenant General	36	+30	+22
O-10	General	38	+33	+24

per level under normal circumstances.

Whenever a character is entitled to a Promotion check, roll 1d20 plus the character's Charisma Modifier plus $\frac{1}{2}$ the character's level plus any miscellaneous bonuses. The DC the character needs to roll depends on the rank the character is trying to achieve.

Promotion Check = 1d20 + Cha. modifier + $\frac{1}{2}$ Level + Misc. Bonus

ENLISTED RANKS

Require the character have either the Active Duty or Reserve Duty Allegiances

Promotion DC: This is the DC required to achieve Promotion to the listed rank.

Requisition DC: This is the bonus to any checks the character makes to requisition equipment, manpower, or information (see Requisitioning below).

Pay Grade: This is the Wealth Award a character receives, in pensions, job placement assistance, and college aid when he or she leaves the service (gives up the Active Duty Allegiance). Characters who have only had the Reserve Duty Allegiance receive half this amount. A character may only receive this award once.

“Plus” Ranks: Within some grades there is more than one rank, designated in game terms as a plus rank. These ranks must be achieved before the character can achieve the next higher rank. So a character who was a Master Sergeant in the Army, would have to achieve the rank of First Sergeant (E-8+) before being allowed to roll for promotion to E-8++ (Sergeant Major). The character would likewise have to achieve the rank of Sergeant Major before being allowed to roll for Promotion to E-9 (Command Sergeant Major). Only one person may hold the Rank of E-10 at a time. This character, the highest-ranking Non-Commissioned Officer for his entire branch of service, is the representative of the enlisted personnel for his entire branch of service.

MEDALS

As characters gain skills and perform heroic deeds, they will be granted medals, commendations, and badges to recognize their service to their country. Medals in the American military extend back to the Badge of Military Merit, created by George Washington. After the Revolutionary War, however, medals fell into disuse by the military, Americans wanting to avoid anything that reminded them of Europe or European ways whenever



TABLE 2-4: MARINE ENLISTED RANKS

Rank	Name	Promotion DC	Requisition Modifier	Pay Grade
E-1	Private	---	+0	+1
E-2	Private First Class	15	+1	+2
E-3	Lance Corporal	16	+2	+3
E-4	Corporal	17	+4	+4
E-5	Sergeant	20	+6	+5
E-6	Staff Sergeant	21	+8	+6
E-7	Gunnery Sergeant	22	+10	+7
E-8	Master Sergeant	23	+12	+8
E-8+	First Sergeant	25	+14	+8
E-9	Master Gunnery Sergeant	26	+16	+9
E-9+	Sergeant Major	27	+18	+9
E-10	Sgt. Maj. of the Marines	30	+20	+10
Warrant Officer Ranks (Requires 10 Skill Ranks in two skills)				
WO-1	Warrant Officer 1	20	+6	+6
WO-2	Warrant Officer 2	22	+9	+7
WO-3	Warrant Officer 3	24	+12	+8
WO-4	Warrant Officer 4	26	+15	+9
WO-5	Chief Warrant Officer	28	+18	+10
Officer Ranks (Requires Officer Candidate School)				
O-1	2nd Lieutenant	20	+6	+6
O-2	1st Lieutenant	22	+9	+8
O-3	Captain	24	+12	+10
O-4	Major	26	+15	+12
O-5	Lieutenant Colonel	28	+18	+14
O-6	Colonel	30	+21	+16
O-7	Brigadier General	32	+24	+18
O-8	Major General	34	+27	+20
O-9	Lieutenant General	36	+30	+22
O-10	General	38	+33	+24

possible. However, during the Civil War, medals began to be awarded once again. One of the first of these to be awarded was the Medal of Honor, created by an act of Congress February 17, 1862.

THE MEDAL CHECK

Similar to a promotion check, a Medal Check is made whenever a character meets the minimum criteria for a medal. Unlike Promotion checks, which may only be made once per level under normal circumstances, it is possible for a character to qualify for a dozen medal checks from one minute of combat. A medal check is rolled on d20, modified by your Charisma modifier, along with any specific criteria listed under the medal itself. Medals may not be awarded unless you could actually meet or exceed the DC on a roll of 20 or less (in other words, a Natural 20 is not an automatic success).

BRONZE STAR

All; DC 18

The Bronze Star is awarded for gallantry in combat that does not rise to the level-meriting award of a Silver Star.

Prerequisite: This medal is earned in the same fashion as the Silver Star, Distinguished Service Medal, Distinguished Service Cross, and the Medal of Honor, and is part of the same Medal Check as those medals (roll once,

modified rolls of 35 or higher result in the Medal of Honor, 30 or higher the Distinguished Service Cross, 23 or higher the Silver Star, 20 or higher the Distinguished Service Medal, and 18 or higher the Bronze Star).

Effect: You gain a +4 bonus on your next promotion check, and a +2 bonus on all future promotion checks.

DISTINGUISHED SERVICE CROSS

All; DC 30

The Distinguished Service Cross is awarded to Army personnel who distinguish themselves through conspicuous gallantry that does not rise to the level to merit a Medal of Honor. The Distinguished Service Cross was created by President Woodrow Wilson to honor American soldiers serving in Europe in WWI.

Prerequisite: To check for this medal, you must have participated in an encounter with an Encounter Level higher than your level. For each level the EL is higher than your level, you gain a +1 to the medal check for this medal. Make only one check for this and the Medal of Honor, comparing the result of the Medal Check to both DCs. If the modified roll is 35 or higher, you are awarded the Medal of Honor only, not both medals. If the modified roll is 30 or higher, you receive the Distinguished Service Cross.

Effect: You make a Promotion check at +8 immediately



TABLE 2-5: NAVY ENLISTED RANKS

Rank	Name	Promotion DC	Requisition Modifier	Pay Grade
E-1	Seaman Recruit	---	+0	+1
E-2	Seaman Apprentice	15	+1	+2
E-3	Seaman	16	+2	+3
E-4	Petty Officer 3rd Class	17	+4	+4
E-5	Petty Officer 2nd Class	20	+6	+5
E-6	Petty Officer 1st Class	21	+8	+6
E-7	Chief Petty Officer	22	+10	+7
E-8	Senior CPO	23	+12	+8
E-9	Master CPO	27	+18	+9
E-10	Master CPO of the Navy	30	+20	+10
Warrant Officer Ranks (Requires 10 Skill Ranks in two skills)				
WO-1	Warrant Officer 1	20	+6	+6
WO-2	Warrant Officer 2	22	+9	+7
WO-3	Warrant Officer 3	24	+12	+8
WO-4	Warrant Officer 4	26	+15	+9
WO-5	Chief Warrant Officer	28	+18	+10
Officer Ranks (Requires Officer Candidate School)				
O-1	Ensign	20	+6	+6
O-2	Lieutenant Junior Grade	22	+9	+8
O-3	Lieutenant	24	+12	+10
O-4	Lieutenant Commander	26	+15	+12
O-5	Commander	28	+18	+14
O-6	Captain	30	+21	+16
O-7	Rear Admiral, Lower	32	+24	+18
O-8	Rear Admiral, Upper	34	+27	+20
O-9	Vice Admiral	36	+30	+22
O-10	Admiral	38	+33	+24

TABLE 2-6: ABOVE O-10

Name	Promotion DC	Requisition Modifier	Pay Grade
(All Branches of Service)			
Joint Chiefs	40	+40	+28
Chairman Joint Chiefs	45	+46	+32

upon receiving this medal. If you also gained a level as a result of the adventure in which this medal was gained, you make a normal Promotion check, and can gain 2 Ranks this level. You gain +4 on all future Promotion checks.

DISTINGUISHED SERVICE MEDAL

All, other; DC 20

The Distinguished Service Medal, unlike the Distinguished Service Cross or the Medal of Honor, is awarded for meritorious army service either in combat or peacetime, of a particularly meritorious nature. The Distinguished Service Medal may also be awarded to non-Army personnel who perform meritorious service in wartime, at the discretion of the President. In WWI, for example, the allied generals of France, Britain, Italy, and Belgium were awarded Distinguished Service Medals.

Prerequisite: For combat service, this medal is earned in the same fashion as the Distinguished Service Cross, and the Medal of Honor, and is part of the same Medal Check as those medals (roll once, modified rolls of 35 or higher result in the Medal of Honor, 30 or

higher the Distinguished Service Cross, 20 or higher the Distinguished Service Medal). For peacetime, if you make a skill check roll of a natural 20, that results in at least 50 HD of lives being saved, then you may check for this medal.

Effect: You gain +8 to your next Promotion check, and a +4 to all future Promotion checks.

EXPERT BADGE

All

You have passed the proper expert exam and been recognized with a badge of achievement.

Prerequisite: Weapon Focus feat

Effect: The character gains a +2 bonus on Promotion checks until the character gains one rank.

MARKSMAN BADGE

All

You have passed the proper marksmanship exam and been recognized with a badge of achievement.

Prerequisite: Marksman 1

Effect: The character gains a +2 bonus on Promotion checks until the character gains one rank.

MEDAL OF HONOR

All, DC 35

The Medal of Honor is awarded by the President, on behalf of congress, for conspicuous gallantry and



EXAMPLE MILITARY CHARACTERS

Players familiar with the original Blood and Guts will notice that character creation in 2nd edition is quite different. The original Blood and Guts was very specific. If you wished to be a member of the SEALs, you built up to the prerequisites, and took a level of the SEAL Prestige Class. The new edition is much more freeform. To help illustrate how new military characters are developed with the new system, we provide a couple examples.

Let us say a player wants his character to be in a Light Cavalry unit. He might take MOS Armor and then levels in the Recon Training class. If that character later became the commander of his unit, he might then add the Leadership Training class to the mix. His actual profession has not changed. His “archetype” is still a Light Cavalryman and his “profession” is still soldier.

Another character might want to play the gunner on a M-1 Abrams tank crew. This character would also take MOS Armor but would be more likely to opt for Assault Training. Later the character could be assigned to make regular runs through a hostile city, looking for insurgents. He might then take some levels in Recon Training to make himself a harder target to surprise. Again his archetype and profession are unchanged.

intrepidity at the risk of his or her life above and beyond the call of duty, while engaged in action against an enemy of the United States.

Prerequisite: To check for this medal, you must have participated in an encounter with an Encounter Level higher than your level. For each level the EL is higher than your level, you gain a +1 to the medal check for this medal. Realistically then, this medal will only be awarded for *very* dangerous encounters.

Effect: You make three Promotion checks at +12. You may gain rank from all three of these checks, and if you gain a level, may gain one rank in the normal fashion. You gain a +4 Reaction from all characters with Allegiances to military, country, patriotism, loyalty, etc. You gain +8 on all future Promotion checks.

PURPLE HEART

All

A decoration awarded to members of the armed forces who have been wounded in action.

Prerequisite: Must sustain at least 25% hit point loss due to enemy action.

Effect: You gain a +1 bonus on the next, and all future Promotion checks.

Special: If you receive more than 2 Purple Hearts in a six month period, or more than three Purple Hearts total, you must go before a Medical Review Board within 60 days of completely healing up to ensure that you are still fit for duty. If you cannot succeed in attribute checks (DC: 15) for each attribute, you will be discharged from the military or assigned to a desk.

SHARPSHOOTER BADGE

All

You have passed the proper Sharpshooter exam and been recognized with a badge of achievement.

Prerequisite: Sharpshooter 1

Effect: The character gains a +2 bonus on Promotion checks until the character gains one rank.

SILVER STAR

All; DC 23

The Silver Star is awarded for gallantry in combat that does not rise to the level meriting award of a Distinguished Service Medal.

Prerequisite: This medal is earned in the same fashion as the Distinguished Service Medal, Distinguished Service Cross, and the Medal of Honor, and is part of the same Medal Check as those medals (roll once, modified rolls of 35 or higher result in the Medal of Honor, 30 or higher the Distinguished Service Cross, 23 or higher the Silver Star, 20 or higher the Distinguished Service Medal).

Effect: You gain a +6 bonus on your next Promotion check, and a +4 bonus on all future Promotion checks.

V-DEVICE

All; DC +2

The V-Device is a small addition to the medal, but one that changes the meaning entirely. A V-Device signifies valor in combat or a dangerous situation, and enhances the Bronze or Silver Star that it is attached to. It is often used to signify a valorous action that did not meet the requirements for the next highest level, but many soldiers consider a Bronze Star for Valor more impressive than a Silver Star.

Prerequisite: The V-Device is earned in the same fashion as the Silver Star or Bronze star, and is part of the same Medal Check as those medals. However, this device may only be earned for actions under fire.

Effect: You gain a +2 bonus on his next Promotion check, and a +1 bonus on all future Promotion Checks.



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Blood and Guts 2: Military Training Manual: 2005, RPGObjects; Author Charles Rice

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