

BLOOD AND GUTS:
SOLDIERS

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BLOOD & GUTS: SOLDIERS

INTRODUCTION

Welcome to Blood and Guts: Soldiers. While Blood and Guts endeavored to provide you with a broad range of military materials it focused on special operations personnel and others who see heavy action like the members of elite units, such as the 101st Airborne and 75th Rangers. This mini-sourcebook seeks to fill in the gaps left by the various Blood and Guts installments, providing four alternate soldier classes (one for each branch of service) as well as some new MOS packages that were not included in the original Blood and Guts.

While the new MOS packages presented here might seem a little on the mundane side than those presented in Blood and Guts, including such military careers as recruiting, logistics and even the military bands, these occupational choices serve to flesh out both Blood and Guts campaigns and regular d20 Modern games where characters might have military experience but aren't active duty members of the armed forces.

For example, if you were writing up characters for a Blood and Relics game and wanted a Believer with a little extra "oomph" in combat, the Army Grunt class along with the Chaplain MOS would grant a slightly better BAB and HD while still keeping Knowledge (Theology and Philosophy) as a class skill. Or, perhaps you wanted a

few well-rounded levels before heading into your desired profession of Negotiator. This could be accomplished but taking the Air Force flyer class to add piloting and electronics skills to your character and choosing the Recruiter MOS to keep your Diplomacy skill in top form.

Of course military campaigns, such as those underway in Iraq and Afghanistan, frequently see "rear echelon" personnel involved in the action (especially in role-playing games) so characters in full-blown military campaigns might want to choose a slightly different background for their characters as well.

CHARACTERS

AIRMAN

Although the airman is the advanced class for the U.S. Air Force, members of all four branches of service will be found taking levels in this class. Air power is so essential to modern warfare that all four branches of service felt the need to develop their own air forces to support their mission statements.

REQUIREMENTS

To qualify to become an airman, a character must fulfill the following criteria. *Player Tip:* the quickest path into this class is through the Fast Hero basic class.

Base Attack Bonus: +2

Skills: Pilot 6 ranks

Feats: Aircraft Operation and Fixed Wing or Helicopter vehicle weapon proficiency

Allegiance: Active or Reserve Duty (any one branch of service)

CLASS INFORMATION

The following information pertains to the airman advanced class.

Hit Die: 1d6

Action Points: 6 plus one-half character level, rounded down.

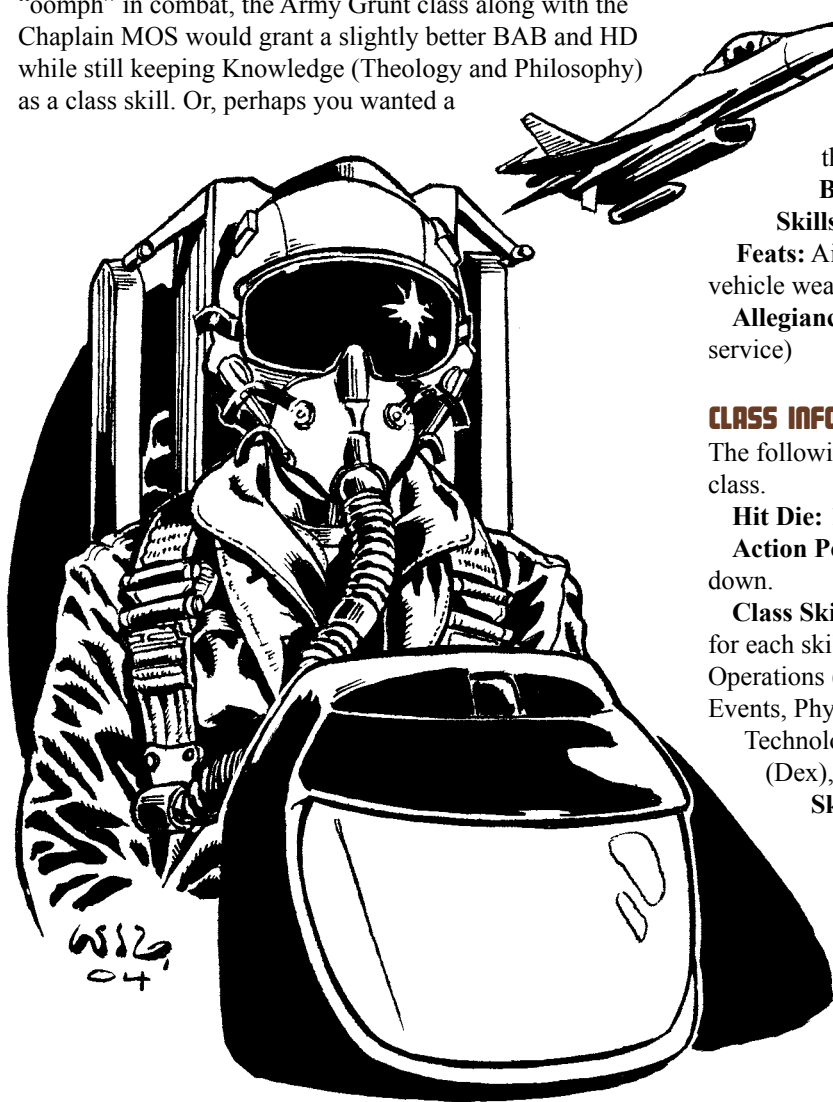
Class Skills: The airman's class skills (and the key ability for each skill) are Air Traffic Control (Int), Communication Operations (Int), Concentration (Con), Knowledge (Current Events, Physical Sciences, Popular Culture, Tactics, Technology) (Int), Navigate (Int), Paratroop (Dex), Pilot (Dex), Repair (Int) and Spot (Wis)

Skill Points at Each Level: 5+Int. modifier

CLASS FEATURES

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

Air Superiority: Airmen are trained in the intricacies of air-to-air combat. They gain the listed bonus to attack rolls against targets in the air.



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TABLE 1-1: THE AIRMAN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+1	+2	+0	Air Superiority +1	+1	+0
2 nd	+1	+2	+3	+0	Strafing +1	+1	+0
3 rd	+2	+2	+3	+1	Bonus Feat	+2	+0
4 th	+3	+2	+4	+1	Air Support +3	+2	+0
5 th	+3	+3	+4	+1	Air Superiority +2	+3	+1
6 th	+4	+3	+5	+2	Bonus Feat	+3	+1
7 th	+5	+4	+5	+2	Strafing +2	+4	+1
8 th	+6	+4	+6	+2	Air Support +4	+4	+1
9 th	+6	+4	+6	+3	Bonus Feat	+5	+2
10 th	+7	+5	+7	+3	Ace	+5	+2

Strafing: Another powerful use of air power is to attack targets on the ground, often in preparation for a ground force attack. Airmen gain the listed bonus to attack rolls against targets on the ground (including bombing attacks).

Air Support: Airmen are also trained to provide cover for friendly ground forces. They grant an increase bonus listed on the class table to forces on the ground when providing air support.

Ace: You are the king of the skies and your name will be spoken in the same breath as the best of the best. If you possess the Teamwork feat your bonus is increased as if you had the Esprit de Corps feat. You also gain a bonus to air-to-air combat attack rolls and piloting checks equal to your Reputation modifier. Lastly if you have the Wingman feat, the Defense bonus grant is increased by your Reputation bonus.

Bonus Feats: An airman receives a bonus feat at 3rd, 6th, and 9th level. The feat must be selected from the following list: Advanced Training (any Air Force MOS), Alertness, Combat Pilot, Conviction, Evasive Maneuvers, Fighter Escort, Formation Flying, Hawkeye, Improved Initiative, Lightning Reflexes, Radar Operation, Renown, Teamwork, Vehicle Expert, Wingman. The character must meet all prerequisites for any feat taken as a bonus feat.

EX-AIRMEN

A character that renounces (or has revoked) his Active or Reserve Duty allegiance may no longer gain levels in the airman class. However the character retains all the skills and abilities learned from this class and might be allowed to continue progression in this class upon regaining one of the required allegiances (this would require a renewed commitment to service and the military might not accept the character at the GM's discretion).

GRUNT

The Grunt is the advanced class for the United States Army. This class is specially trained to defend territory. Although Grunts are certainly capable of offensive action they excel at building up the defenses of an area and holding it during military engagements. Grunts fight best when they have had time to fortify an area with their Craft (Structural) skills.

REQUIREMENTS

To qualify to become a Grunt, a character must fulfill the following criteria. *Player Tip:* the quickest path into this class is through the Strong Hero basic class).

Base Attack Bonus: +3

Skills: Craft (Structural) 3 ranks, Repair 3 ranks

Feat: Personal Firearms Proficiency, one U.S Army MOS

Allegiance: Active or Reserve Duty (U.S. Army)

CLASS INFORMATION

The following information pertains to the Grunt advanced class.

Hit Die: 1d8

Action Points: 6 plus one-half character level, rounded down.

Class Skills: The Grunt's class skills (and the key ability for each skill) are Climb (Str), Craft (Structural) (Int), Demolitions (Int), Drive (Dex), Gamble (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (Current Events, Popular Culture, Tactics) (Int), Navigate (Int), Repair (Int), Spot (Wis) and Survival (Wis)

Skill Points at Each Level: 5+Int. modifier

CLASS FEATURES

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

Defensive Position: Grunts gain the listed bonus to Defense and Reflex saving throws when fighting from cover.

Trench Warfare: Grunts gain the listed morale bonus to attack rolls when fighting from cover.

Hurry Up: At 4th level the grunt may ignore up to a medium load and medium armor when calculating long distance movement. Normally 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 grunt with this ability would be able to cover 3 mph while carrying a medium load and/or medium armor. A grunt 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).

Hurry Up and Wait: At 8th level the grunt ignores up to a heavy load and/or heavy armor for long-distance movement. The grunt also gains the Forced March feat as a bonus feat even if he does not meet the prerequisites for that feat.

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TABLE 1-2: THE GRUNT

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

Finally the grunt gains a +2 morale bonus to spot and listen checks when guarding an area.

Bonus Feats: At 3rd, 6th, and 9th level the grunt gains a bonus feat from the following list: Advanced Firearms Proficiency, Advanced Training (all), Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Builder, Burst Fire, Combat Reflexes, Commando Training, Conviction, Grenadier, Marksman, MOS Mastery, NBC, Renown, Strafe, Surface Vehicle Operation, Teamwork, Weapon Focus. The character must meet all prerequisites for any feat taken as a bonus feat.

EX-GRUNTS

A character that renounces (or has revoked) his Active or Reserve Duty allegiance may no longer gain levels in the grunt class. However the character retains all the skills and abilities learned from this class and might be allowed to continue progression in this class upon regaining one of the required allegiances (this would require a renewed

commitment to service and the military might not accept the character at the GM's discretion).

LEATHERNECK

The Leatherneck is the advanced class for the United States Marine Corps. This class is trained to attack in amphibious, swamp or beach terrain. Leathernecks are always most comfortable when they are on the attack.

REQUIREMENTS

To qualify to become a Leatherneck, a character must fulfill the following criteria. (The quickest path into this class is through the Tough Hero basic class).

Base Attack Bonus: +2

Skills: Intimidate 3 ranks, Survival 3 ranks

Feats: Personal Firearms Proficiency, Rifleman MOS

Allegiance: Active or Reserve Duty (U.S. Marine Corps)

CLASS INFORMATION

The following information pertains to the Leatherneck advanced class.

Hit Die: 1d10

Action Points: 6 plus one-half character level, rounded down.

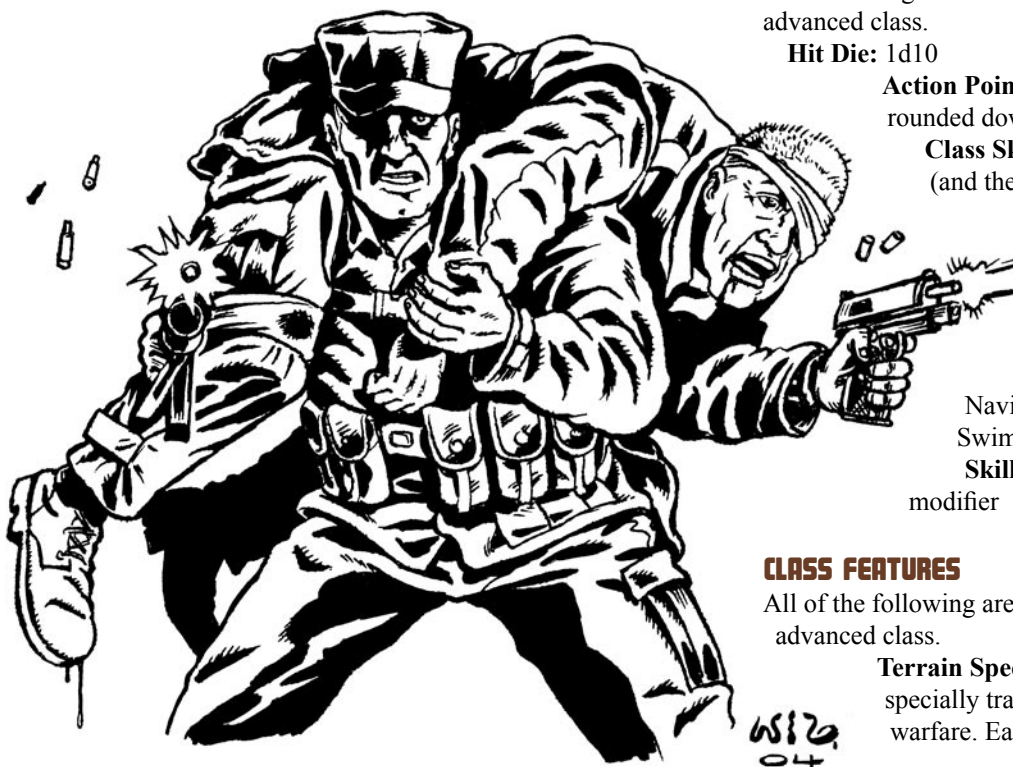
Class Skills: The Leatherneck's class skills (and the key ability for each skill) are Climb (Str), Craft (Structural) (Int), Demolitions (Int), Drive (Dex), Gamble (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (Current Events, Popular Culture, Tactics) (Int), Navigate (Int), Repair (Int), Spot (Wis) Swim (Str), and Survival (Wis)

Skill Points at Each Level: 5+Int. modifier

CLASS FEATURES

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

Terrain Specialization: Leathernecks are specially trained in amphibious and jungle warfare. Each time the leatherneck gains this



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TABLE 1-3: THE LEATHERNECK

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

ability he may either select the amphibious or jungle/swamp warfare training packages or improve the bonuses granted by those packages by +1.

Tough as Nails: This ability grants one additional hit point for each leatherneck class level. It also grants a bonus on intimidate skill checks and level checks to resist intimidation equal to the leatherneck's reputation modifier.

First Wave: Leathernecks are first and foremost shock troops and will always attempt to carry the fight to the enemy. Their training in amphibious warfare is one of many means to this end but that does not change the fact that leathernecks want to be in the first wave. When a leatherneck attacks he gains the listed morale bonus to attack and damage rolls (both melee attacks and ranged attacks at a range of 30 ft. or less receive this bonus).

The leatherneck also gains this bonus as a dodge bonus to his Defense. Any situation that would cause the leatherneck to lose his Dexterity bonus also causes him to lose this bonus. In addition, if a leatherneck gains the benefit of cover (from being dug in) he loses this bonus.

Semper Fi: This ability grants the leatherneck the Esprit de Corps feat as a bonus feat if he also possesses the Teamwork (U.S. Marines) feat. Normally only characters in special operations or elite units are allowed to take this feat.

Bonus Feats: At 3rd, 6th, and 9th level the grunt gains a bonus feat from the following list: Advanced Training (all), Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Burst Fire, Combat Reflexes, Commando Training, Conviction, Grenadier, Guide, Marksman, MOS Mastery, NBC, Renown, Strafe, Stealthy, Surface Vehicle Operation, Teamwork, Weapon Focus. The character must meet all prerequisites for any feat taken as a bonus feat.

EX-LEATHERNECKS

A character that renounces (or has revoked) his Active or Reserve Duty allegiance may no longer gain levels in the leatherneck class. However the character retains all the skills and abilities learned from this class and might be allowed to continue progression in this class upon regaining one of the required allegiances (this would require a renewed commitment to service and the military might not accept the character at the GM's discretion).

SPECIALIST

For every fighting man in the armed forces there are as many as five men and women providing support: air traffic controllers, computer experts, cooks, grief counselors and many more. These dedicated personnel are as necessary to the success of any military operation as the troops.

REQUIREMENTS

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

Skills: Computer Use 6 ranks, Knowledge (any) 6 ranks

Feats: Educated, Desk Jockey

Allegiance: Active or Reserve Duty (any one branch of service)

CLASS INFORMATION

The following information pertains to the specialist advanced class.

Hit Die: 1d8

Action Points: 6 plus one-half character level, rounded down.

Class Skills: The specialist's class skills (and the key ability for each skill) are

Skill Points at Each Level: 9+Int. modifier

CLASS FEATURES

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

Speed of the Essence: At 1st 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).

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TABLE 1-3: THE SPECIALIST

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

Smart Defense: At 3rd level the specialist adds his Intelligence modifier to his Defense in addition to his Dexterity modifier.

Qualified Expert: At 5th level when the specialist spends an action point to aid his favored skill (the skill selected at 1st level) he adds all dice he is entitled to roll rather than the highest die. REDUNDANT?

Smart Resilience: At 7th and 9th levels the specialist may select a saving throw and modify that saving throw with his Intelligence modifier in addition to the normal ability modifier for that save.

Bonus Feats: At 2nd, 4th, 6th, 8th, and 10th levels the specialist gains a bonus feat from the following list: Air Traffic Control Expert, Cryptographer, Defense Language Institute, Electronic Warfare, Interrogation, MOS Mastery, NBC, Psychotherapy, Radar Operation, Sonar Operation. The character must meet all prerequisites for any feat taken as a bonus feat.

NEW FEATS

BASIC TRAINING

You have decided to be all you can be a little later in life than most.

Prerequisite: Personal Firearms Proficiency, Active or Reserve Duty (one branch of service)

Effect: You gain all benefits of the military occupation (in addition to your starting occupation) except for the bonus feat granted by that occupation.

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.

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.

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.

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MOS PACKAGES

MOS ADMINISTRATIVE

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

Skills: Choose any three of the following as permanent class skills: Computer Use, Diplomacy, Knowledge (Art, Business, Current Events, Popular Culture), Listen, Perform, Research

Feat (one of the following): Creative, Desk Jockey, Educated

Skill Level 2: Requirements: MOS Administrative, 4 skill ranks (any MOS skills); Benefit: +2 on all Promotion checks until you gain one rank.

Skill Level 3: Requirements: MOS Administrative Skill level 2, 6 skill ranks (any MOS skills); Benefit: +3 on all Promotion checks until you gain one rank

Skill Level 4: Requirements: MOS Administrative Skill level 3, 8 skill ranks (any MOS skills); Benefit: +4 on all Promotion checks until you gain one rank

Skill Level 5: Requirements: MOS Administrative Skill level 4, 10 skill ranks (any MOS skills); Benefit: +5 on all Promotion checks until you gain one rank

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.

Skills: Choose any three of the following as permanent class skills: Communication Operations, Demolitions, Disable Device, Drive, Hide, Knowledge (Tactics, Technology), Navigate, Repair, Spot

Feat (one of the following): Tank/APC Weapons, Radar Operation, Surface Vehicle Operation (Heavy Wheeled or Tracked), Teamwork

Skill Level 2: Requirements: MOS Air Defense, 4 skill ranks (any MOS skills); Benefit: +2 on all Promotion checks until you gain one rank.

Skill Level 3: Requirements: MOS Air Defense Skill level 2, 6 skill ranks (any MOS skills); Benefit: +3 on all Promotion checks until you gain one rank

Skill Level 4: Requirements: MOS Air Defense Skill level 3, 8 skill ranks (any MOS skills); Benefit: +4 on all Promotion checks until you gain one rank

Skill Level 5: Requirements: MOS Air Defense Skill level 4, 10 skill ranks (any MOS skills); Benefit: +5 on all Promotion checks until you gain one rank

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.

Skills: Choose any three of the following as permanent class skills: Bluff, Computer Use, Diplomacy, Gather

Information, Knowledge (Behavioral Sciences, Business, Civics), Research, Sense Motive

Feat: Choose one of the following: Deceptive, Educated, Studious, Trustworthy

Skill Level 2: Requirements: MOS Legal Services, 4 skill ranks (any MOS skills); Benefit: +2 on all Promotion checks until you gain one rank.

Skill Level 3: Requirements: MOS Legal Services Skill level 2, 6 skill ranks (any MOS skills); Benefit: +3 on all Promotion checks until you gain one rank

Skill Level 4: Requirements: MOS Legal Services Skill level 3, 8 skill ranks (any MOS skills); Benefit: +4 on all Promotion checks until you gain one rank

Skill Level 5: Requirements: MOS Legal Services Skill level 4, 10 skill ranks (any MOS skills); Benefit: +5 on all Promotion checks until you gain one rank

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.

Skills: Choose any three of the following as permanent class skills: Bluff, Computer Use, Diplomacy, Knowledge (Behavioral Sciences, Current Events, Popular Culture), Listen, Research, Sense Motive

Feat (one of the following): Desk Jockey, Educated, Trustworthy

Skill Level 2: Requirements: MOS Recruiting and Retention, 4 skill ranks (any MOS skills); Benefit: +2 on all Promotion checks until you gain one rank.

Skill Level 3: Requirements: MOS Recruiting and Retention Skill level 2, 6 skill ranks (any MOS skills); Benefit: +3 on all Promotion checks until you gain one rank

Skill Level 4: Requirements: MOS Recruiting and Retention Skill level 3, 8 skill ranks (any MOS skills); Benefit: +4 on all Promotion checks until you gain one rank

Skill Level 5: Requirements: MOS Recruiting and Retention Skill level 4, 10 skill ranks (any MOS skills); Benefit: +5 on all Promotion checks until you gain one rank

MOS RELIGIOUS SERVICES

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

Skills: Choose any three of the following as permanent class skills: Diplomacy, Knowledge (Behavioral Sciences, History, Theology and Philosophy), Listen, Research, Sense Motive, Spot, Treat Injury

Feat (one of the following): Conviction, Educated, Psychotherapy, Studious, Trustworthy

Skill Level 2: Requirements: MOS Religious Services, 4 skill ranks (any MOS skills); Benefit: +2 on all Promotion checks until you gain one rank.

Skill Level 3: Requirements: MOS Religious Services Skill level 2, 6 skill ranks (any MOS skills); Benefit: +3 on

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all Promotion checks until you gain one rank

Skill Level 4: Requirements: MOS Religious Services
Skill level 3, 8 skill ranks (any MOS skills); Benefit: +4 on
all Promotion checks until you gain one rank

Skill Level 5: Requirements: MOS Religious Services
Skill level 4, 10 skill ranks (any MOS skills); Benefit: +5 on
all Promotion checks until you gain one rank

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.

Skills: Choose any three of the following as permanent class skills: Bluff, Computer Use, Diplomacy, Forgery, Gather Information, Listen, Repair, Research, Sense Motive

Feat (one of the following): Black Market, Desk Jockey, War Profiteer

Skill Level 2: Requirements: MOS Supply and Logistics, 4 skill ranks (any MOS skills); Benefit: +2 on all Promotion checks until you gain one rank.

Skill Level 3: Requirements: MOS Supply and Logistics
Skill level 2, 6 skill ranks (any MOS skills); Benefit: +3 on
all Promotion checks until you gain one rank

Skill Level 4: Requirements: MOS Supply and Logistics
Skill level 3, 8 skill ranks (any MOS skills); Benefit: +4 on
all Promotion checks until you gain one rank

Skill Level 5: Requirements: MOS Supply and Logistics
Skill level 4, 10 skill ranks (any MOS skills); Benefit: +5 on
all Promotion checks until you gain one rank

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