

Blood & Guts:

War on Terror

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A Note about Blood and Guts: This product is a companion piece to Blood and Guts: Modern Military, a sourcebook of military and special operations prestige classes, feats, vehicles, and equipment. While not necessary to use this product, Blood and Guts will enhance your use of this product greatly.

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Terrorism Primer

What is Terrorism?

The official United States definition of terrorism is defined in federal law as follows: “The unlawful use of force or violence against persons or property to intimidate or coerce a government, the civilian population, or any segment thereof, in furtherance of political or social objectives.”

The FBI also makes a distinction between domestic and international terrorism.

Domestic Terrorism

Domestic terrorism is the unlawful use, or threatened use, of force or violence by a group or individual based and operating entirely within the United States or its territories without foreign direction committed against persons or property to intimidate or coerce a government, the civilian population, or any segment thereof, in furtherance of political or social objectives.

International Terrorism

International terrorism involves violent acts dangerous to human life that are a violation of the criminal laws of the United States or any state, or that would be a criminal violation if committed within the jurisdiction of the United States or any state. These acts appear to be intended to intimidate or coerce a civilian population, influence the policy of a government by intimidation or coercion, or affect the conduct of a government by assassination or kidnapping. International terrorist acts occur outside the United States or transcend national boundaries in terms of the means by which they are accomplished, the persons they appear intended to coerce or intimidate, or the locale in which the perpetrators operate or seek asylum.

To this, an added definition is assumed throughout this work, that those forces which attack government and military forces exclusively are *guerillas*, not terrorists. However, a force which attacks both government/military forces and civilians is considered a terrorist organization throughout this work.

Homeland Security Advisories

In an effort to coordinate domestic efforts to combat terrorism, the Homeland Defense Agency issues a daily threat level based on a five-tier color-coded system.

Green (Low Threat Level): At this threat level, agencies concentrate on maintaining alertness, and

training personnel, including training on the Homeland Security Advisory system. All facilities and regulated sectors will be monitored for any weaknesses in security, and all possible steps will be taken to mitigate any weaknesses discovered.

Blue (Guarded Threat Level): This condition indicates a general risk of terrorist attack. In addition to the procedures outlined above, agencies will: 1) Check emergency communication with designated emergency command centers; 2) Review and update emergency response centers; 3) Provide the public with any information that would strengthen its ability to act appropriately.

Yellow (Elevated Threat Level): This condition indicates a significant risk of terrorist attack. In addition to the procedures outlined above, agencies will: 1) Increase surveillance of critical locations; 2) Coordinate emergency plans with neighboring jurisdictions; 3) Assess whether the precise characteristics of the threat require refinement of preplanned Protective Measures; 4) Implement, as appropriate, contingency and emergency response plans.

Orange (High Threat Level): This condition indicates a high risk of terrorist attack, usually in regards to a specific statement by one or more terrorist groups or intelligence of a specific risk of imminent attack. In addition to the procedures outlined above agencies will: 1) Coordinate necessary security efforts with Federal, State, and local law enforcement agencies, or the National Guard, or any appropriate armed forces organizations; 2) Take additional precautions at public events, including consideration of other venues or cancellation; 3) Prepare to execute contingency plans, including relocating command centers or dispersing emergency services personnel; 4) Restricting access to any threatened facility to essential personnel only.

Red (Severe Threat Level): This condition indicates a severe threat of terrorist attack, almost always coupled with a specific threat or specific intelligence. This threat level is not meant to be maintained for extended periods of time. In addition to the procedures outlined above agencies will: 1) Increase or redirect personnel to address critical emergency needs; 2) Assign emergency response personnel and pre-position and mobilize specially trained response teams or resources; 3) Monitor, redirect, or constrain transportation systems; 4) Close public and government facilities.

Chapter 1:

Terrorism Characters

"Certain groups of people: Christian Fundamentalists, Jewish Fundamentalists, Muslim Fundamentalists, and just plain guys from Montana, are eventually going to provide us with a great deal of entertainment."

George Carlin

Max and Bri walked hand in hand down by the water. Following that business with the Hanmei and Marcel, they had come to South Korea, the place where Bri's soul could always feel at home. They were two lovers, trying to rediscover what they'd lost.

"Bri! Max!"

They turned, seeing Kimmy running up to them at full tilt. Max laughed, "I told you the old man would send someone after us."

Then they saw the blood. About twenty yards away from the couple, Kimmy collapsed, blood seeping from her shoulder.

Kimmy woke to find Max and Bri standing over her; she started to sit up. "Where..."

Max shook his head. "Don't move. Don't. You took a through and through to the shoulder. I patched you up, but stay still."

Kimmy's eyes wandered lazily around the small minbak the couple had rented. Max got up, giving Bri room to sit on the edge of the bed. "Kimmy, it's Bri honey, we need to know... where's my father? You and he went to see the old Korean Folk Village. Do you remember?"

Suddenly, the girl's glazed eyes focused on Bri. Her hand grabbed the older woman's forearm in a bruising grip. "They took him Bri. They had masks, and guns. I tried to stop them, but they shot me, and then I just ran. I knew I had to find you. I knew..."

And then she was unconscious, those words taking the last of her energy.

<<<...>>>

Max was yelling into the phone. Bri helped Kimmy sit up so she could sip some tea.

"No. No. I don't give a fuck who you are. I want to speak to General Eiling. A Japanese citizen was kidnapped today, an ex-Ambassador. He is a personal friend of the General. Is this starting to soak through to your ass where the thinking part of you is, Lieutenant? No, I won't give you my number. I'm going to stand here on hold while criminals hold the General's friend, who is very elderly and could die at any moment, while you haul your ass like it never has been hauled and get the General on the phone for me soldier!"

Max finally paused for breath, sinking into a chair and exhaling heavily.

"Ok, I have impressed on Lieutenant Waid the importance of his waking the General up."

Bri sat down on the huge bald man's lap, "You know you're amazing when you get like that right?"

Max just laughed. "Yeah I know, I was here the whole time remember gorgeous? How's the patient?"

Bri looked over at the bed, suddenly serious, watching the girl, who was already asleep again. "Better. Not a bad job for someone who supposedly had very little medical training. She just needs rest. How she made it all the way to us with that wound is a mystery to me."

Max shrugged, one arm slipping lazily around Bri's waist. "She's tough, that's how. Listen, there's something you need to know. I didn't think this would be an issue, but I have a pretty good idea who these guys are that nabbed your old man, and I want to tell you before you hear me tell the General."

Bri just looked down at him, chestnut and blonde hair a beautiful contrasting frame to the almost perfect oriental cast of her face. Max steeled himself. He hated it when she did that. She was the most beautiful woman in the world when she was all quiet and serious like that.

"Your father wasn't just an ambassador, Bri. Your father was a spy."

TABLE 1-1: DEMAGOGUE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+0	+0	+2	Cult of Personality	+1	+2
2 nd	+1	+0	+0	+3	Bonus Feat	+1	+2
3 rd	+1	+1	+1	+3	Manifesto	+2	+2
4 th	+2	+1	+1	+4	Bonus Feat	+2	+3
5 th	+2	+1	+1	+4	Holy War +1	+3	+3
6 th	+3	+2	+2	+5	Bonus Feat	+3	+3
7 th	+3	+2	+2	+5	Holy War +2	+4	+4
8 th	+4	+2	+2	+6	Bonus Feat	+4	+4
9 th	+4	+3	+3	+6	Holy War +3	+5	+4
10 th	+5	+3	+3	+7	Bonus Feat	+5	+5

Demagogue

The character leads Zealots, initiating the young into the doctrines of hate and terror, and driving the faithful into mad holy wars against their enemies. While Demagogues make poor combatants, they are usually surrounded by a highly loyal core of followers, making them dangerous to any who would confront them, and allowing them to operate from safety while their followers commit acts in their name.

Requirements

To qualify to become a Demagogue, a character must meet the following criteria.

Skills: Bluff 5 Ranks, Craft (Writing) 10 Ranks, Diplomacy 10 Ranks, Intimidate 5 Ranks.

Feats: Conviction, Enemy, Leadership.

Class Information

The following features pertain to the Demagogue Prestige class.

Hit Die: 1d6.

Action Points: $7 + \frac{1}{2}$ character level, rounded down.

Class Skills: The Demagogue class skills are as follows: Bluff, Craft (writing), Diplomacy, Disguise, Gather Information, Intimidate, Knowledge (Behavioral Sciences, Civics, Current Events, History, Theology and Philosophy), Research, Sense Motive.

Skill Points per Level: $5 +$ Intelligence modifier.

Class Features

The following information pertains to the Demagogue prestige class.

Bonus Feats: At the levels indicated, Demagogue characters gain a bonus feat from the following list: Alertness, Antithesis, Attentive, Confident, Conviction, Creative, Deceptive, Educated, Enemy, Frightful Presence, Home Turf, Renown, Trustworthy, Windfall. The character must meet the prerequisites for any feat taken as a bonus feat.

Cult of Personality: The Demagogue attracts more radical followers, and those followers are willing to die for his “just cause”. Characters with this ability gain members of the Zealot advanced class for followers 4th level and above, and suffer no Leadership penalty for followers and cohorts who die in their service.

Manifesto: Although any character with the Leadership feat may write a Manifesto, as detailed under the Craft (Writing) skill, Demagogues may add their class level to this effort, and may, through refining of their Manifesto, add +1 to their roll each time they gain a level (possibly moving a previous work up into a new category of effectiveness).

Characters with this ability may also have multiple Manifestos, but all modifiers from all published manifestos are cumulative.

Holy War: By declaring a holy war on his enemies, the Demagogue gives them a bonus to attack and damage over and above that granted by the Enemy feat. A Demagogue may only declare a Holy War against

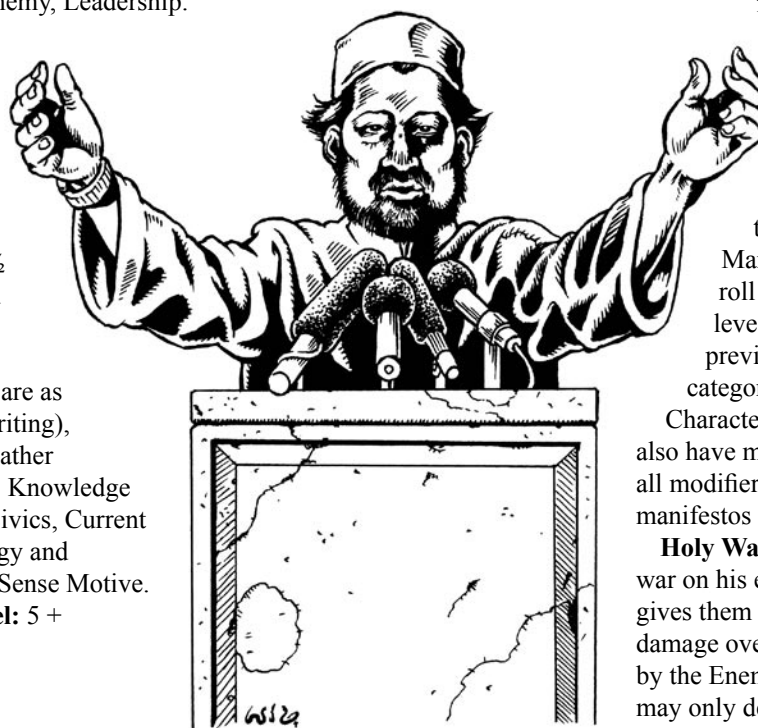


TABLE 1-2: GUERRILLA

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+1	+1	+0	Guerilla Warfare	+1	+0
2 nd	+1	+2	+2	+0	Bonus Feat	+2	+0
3 rd	+2	+2	+2	+1	Suicidal Attack	+2	+0
4 th	+3	+2	+2	+1	Bonus Feat	+3	+1
5 th	+3	+3	+3	+1	Guerilla Warfare	+4	+1
6 th	+4	+3	+3	+2	Bonus Feat	+4	+1
7 th	+5	+4	+4	+2	Guerilla Warfare	+5	+2
8 th	+6	+4	+4	+2	Bonus Feat	+6	+2
9 th	+6	+4	+4	+3	Guerilla Warfare	+6	+2
10 th	+7	+5	+5	+3	Bonus Feat	+7	+3

a group he has the Enemy feat for, and only followers with that Enemy gain the listed bonus.

Except for the fact that the Demagogue must have an Enemy feat to declare a Holy War, there is no limit to the number of Holy Wars he may declare, though only his followers (those gained from the Leadership feat) may gain this bonus.

Guerilla

The character is a revolutionary, and serves a cause he feels almost as passionately about as a Zealot. In fact, Guerillas and Zealots are often produced by the same groups, and often work toward the same goals (though by different means). While a Guerilla will sacrifice his own life in pursuit of his cause as readily as the Zealot, the Guerilla will not wantonly attack innocent targets, preferring instead to attack military or government forces, most often in an attempt to bring about a change of government or governmental policies.

Requirements

To qualify to become a Guerilla, a character must meet the following criteria.

Allegiance: One group or cause related to the character's Conviction feat (the cause the character serves).

Base Attack Bonus: 3+.

Feats: Conviction, Home Turf.

Skills: Knowledge (current events) 3 ranks, Knowledge (tactics) 3 ranks.

Class Information

The following features pertain to the Guerilla Advanced class.

Hit Die: 1d8.

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

Class Skills: The Guerilla class skills are as follows: Bluff, Climb, Craft (Chemical, Electronic), Demolitions, Disable Device, Drive, Gather Information, Hide, Intimidate, Knowledge (current events, streetwise, tactics), Move Silently, Spot.

Skill Points per Level: 3 + Intelligence modifier.

Class Features

The following information pertains to the Guerilla advanced class.



Bonus Feats: At the levels indicated, Guerilla characters gain a bonus feat from the following list: Advanced Firearms Proficiency, Alertness, Armor Proficiency (light), Burst Fire, Dodge, Enemy, Low Profile, Mobility, Personal Firearms Proficiency, Point Blank Shot, Renown, Shot on the Run, Stealthy, Strafe, Teamwork, Weapon Focus. The character must meet the prerequisites for any feat taken as a bonus feat.

Guerilla Warfare: Each time a character takes this ability, he may either gain a +1d6 sneak attack, or increase the attack and skill bonus granted by his Home Turf feat by +1.

Suicidal Attack: By sacrificing himself in the course of an attack, a Guerilla can deliver a deadly blow on his enemies. The massive damage save of any suicidal attack is increased by the Zealot's class level.

Organizer

While the Demagogue might be the heart of a terrorist network, the Organizer is its brain, and its wallet. Although this character might look like a tax attorney, in his chest beats the heart of a revolutionary, someone as committed to his cause as the Molotov cocktail throwing soldier in the street.

Requirements

To qualify to become an Organizer, a character must meet the following criteria.

Skills: Computer Use 5 Ranks, Diplomacy 10 Ranks, Gather Information 5 Ranks, Knowledge (Business) 5 Ranks.

Feats: Conviction, Leadership, Windfall

Class Information

The following features pertain to the Organizer Prestige class.

Hit Die: 1d6.

Action Points: 7 + ½ character level, rounded down.

Class Skills: The Organizer class skills are as follows: Bluff, Craft (writing), Computer Use, Diplomacy, Disguise, Gather Information, Intimidate, Knowledge (Behavioral Sciences, Business, Civics, Current Events, History, Theology and Philosophy), Research, Sense Motive.

Skill Pointer per Level: 5 + Intelligence modifier

Class Features

The following information pertains to the Organizer prestige class.

Wealth: Each time the Organizer gains this ability, he gains the Windfall feat. The Organizer also gains the listed bonus on all Profession checks to increase wealth.

Shadow Contact: Beginning at 2nd level, the Organizer cultivates contacts in shadow organizations. A contact will not accompany a character on adventures, and must be an Ordinary. Sometimes the contact will desire to be compensated monetarily, and sometimes the contact will ask for a favor in return. The same contact may not be called upon more than once per week. Monetary compensation is DC 10 for a low-level contact, 15 for a mid-level contact, and 20 for a high-level contact. If the character calls upon a contact with a specialized skill, monetary compensation is always required, at a DC of 10 plus the number of ranks the contact has in the skill.

Bonus Feat: At 4th level the Organizer gains a feat from the following list: Enemy, Educated, Home Turf, Information Network, Renown, Trustworthy. The character must meet the prerequisites for any feat taken as a bonus feat.

Small Bills: The Organizer is skilled at using the monetary system to his advantage. All Investigate checks to trace money transfers have their DCs increased by +5.

Untraceable: As small bills, except the Investigate DC is increased to +10.

TABLE 1-3: ORGANIZER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+0	+0	+2	Wealth +1	+1	+0
2 nd	+1	+0	+0	+3	Shadow Contact, low-level	+2	+0
3 rd	+1	+1	+1	+3	Wealth +2	+2	+0
4 th	+2	+1	+1	+4	Bonus Feat	+3	+0
5 th	+2	+1	+1	+4	Shadow Contact, mid-level	+4	+1
6 th	+3	+2	+2	+5	Wealth +3	+4	+1
7 th	+3	+2	+2	+5	Small Bills	+5	+1
8 th	+4	+2	+2	+6	Shadow Contact, high-level	+6	+1
9 th	+4	+3	+3	+6	Wealth +4	+6	+2
10 th	+5	+3	+3	+7	Untraceable	+7	+2

PSYOP

PSYOP conducts psychological warfare activities, including propaganda dissemination during peacetime and war. These soldiers also assist in enemy POW duties, such as interrogations and debriefings. The class detailed below is for the one active duty PSYOP Unit, the 4th Psychological Operations Group (Airborne) that is based out of Fort Bragg, North Carolina. Ninety-six percent of all PSYOP soldiers are reserve duty, and have far less combat abilities than the class detailed below, which will frequently be called upon to go behind enemy lines and/or serve in forward areas to assist in psychological warfare operations.

It is estimated that PSYOP saved thousands of lives in Operation: Desert Storm, when their successful propaganda operations encouraged the defection of thousands of Iraqi soldiers.

Requirements

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

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

Feats: Interrogation, Psychological Warfare, Personal Firearms Proficiency

Skills: Craft (Writing) 5 Ranks, Diplomacy 5 Ranks, Intimidate 5 Ranks

Advanced Training: MOS Intelligence (Level 3), Jump School, Defense Language Institute

Class Information

The following features pertain to the PSYOP Prestige class.

Hit Die: 1d8

Action Points: 7 + ½ character level, rounded down.

Class Skills: The PSYOP class skills are as follows: Bluff, Climb, Craft (Writing), Decipher Script, Diplomacy, Disguise, Forgery, Gather Information, Hide, Intimidate, Knowledge (behavioral sciences, current

events, tactics), Move Silently, Paratroop, Read/Write Language, Sense Motive, Speak Language

Skill Points per Level: 9 + Intelligence modifier

Class Features

The following features pertain to the PSYOP Prestige class.

Talk Down: A PSYOP of 1st level or higher can talk his or her way out of trouble. Either prior to the start of hostilities or during combat, the PSYOP can talk down a single opponent within 15 feet of his or her position or otherwise able to hear the PSYOP's voice. The target must be able to understand the PSYOP. That opponent immediately stops fighting and reverts to an indifferent attitude regarding the PSYOP and the situation in general. Any hostile action by the PSYOP or by one of the PSYOP's allies directed at the opponent allows the opponent to act as he or she sees fit.

To initiate this talent, the PSYOP must spend a full-round action talking to his or her opponent. The opponent makes a Will saving throw. The DC is equal to 10 + PSYOP's class level + PSYOP's Charisma modifier. If the save fails, the opponent stops fighting. If the save succeeds, the opponent continues as normal.

At 5th level, a PSYOP can talk down a number of opponents equal to his or her Charisma modifier within 15 feet of his or her position or within 15 feet of a television, radio, or telephone broadcasting the PSYOP's message.

At 10th level, the range extends to 30 feet and covers all opponents who can hear and understand the PSYOP's voice.

Grace Under Pressure: At 3rd level, PSYOP characters can add their class level to the following skills once per day: Bluff, Diplomacy, Gather Information, Hide, Intimidate, Move Silently, Paratroop, Sense Motive. At 6th level this ability may be used twice per day, and at 9th level it may be used three times per day.

Sow Distrust: A PSYOP of 8th level or higher can turn one character against another. The PSYOP must spend a full-round action and know the name of the character he

TABLE 1-4: THE PSYOP

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+0	+0	+2	Talk down one opponent	+1	+0
2 nd	+1	+0	+0	+3	Bonus Feat	+2	+0
3 rd	+2	+1	+1	+3	Grace Under Pressure 1/day	+2	+0
4 th	+3	+1	+1	+4	Bonus Feat	+3	+0
5 th	+3	+1	+1	+4	Talk Down several opponents	+4	+1
6 th	+4	+2	+2	+5	Grace Under Pressure 2/day	+4	+1
7 th	+5	+2	+2	+5	Bonus Feat	+5	+1
8 th	+6	+2	+2	+6	Sow Distrust	+6	+1
9 th	+6	+3	+3	+6	Grace Under Pressure 3/day	+6	+2
10 th	+7	+3	+3	+7	Talk Down all opponents	+7	+2

or she is attempting to persuade as well as the name of the character toward whom the target's distrust will be directed. The target must be able to hear and understand the PSYOP.

The target makes a Will save. The DC is equal to 10 + PSYOP's class level + PSYOP's Charisma modifier. If the target fails the save, his or her attitude toward the other designated character worsens by one step: helpful turns to friendly, friendly to indifferent, indifferent to unfriendly, unfriendly to hostile (see the Diplomacy skill). The target makes a Will save whenever the PSYOP uses this talent against him or her. As long as the target continues to fail the Will save, the PSYOP can continue taking full-round actions to worsen the target's attitude toward a designated character. When the target's attitude drops to hostile, he or she attacks the designated character.

A successful Will save doesn't restore previous attitude shifts, but it does render the target immune for 24 hours to further attempts by the PSYOP to sow distrust. The PSYOP can't use this talent on his or her allies.

Bonus Feats: At the levels indicated, PSYOP characters gain a bonus feat from the following list: Alertness, Armor Proficiency (light), Armor Proficiency (medium), Athletic, Attentive, Deceptive, Iron Will, Low Profile, Psychological Warfare, Trustworthy. The character must meet the prerequisites for any feat taken as a bonus feat.

SWAT

SWAT (Special Weapons and Tactics) units are tactical police special operations units. As crime has increased, police officers have begun encountering situations never imagined by the fathers of law-enforcement: heavily armed gangs, drug crazed spree killers, and a growing wave of hostage-taking. Law enforcement agencies responded with the creation of SWAT, which uses military-style weaponry, tactics, and training to cope with threats the ordinary police officer is neither trained nor equipped to handle. Although SWAT officers undergo similar training and use similar equipment and tactics to special operations forces, they are, first and foremost, law enforcement officers. Many SWAT officers, like police officers in general, go their entire careers

without firing their weapons, and the body armor and assault rifles are both a preparation for the worst, and way to intimidate even hardened criminals into giving up rather than fighting.

SWAT missions range from hostage rescue, high risk warrant service (to suspects with a history of violence or known to have weapons), to surveillance, to dignitary protection. SWAT teams typically have several non-SWAT characters, including negotiators (for hostage negotiation) and Snipers.

This class also covers other elite law enforcement agencies, including the U.S. Marshals, FBI Hostage Rescue Teams, and Bureau of Prisons Special Operations Response Team (SORT).

Requirements

To qualify to become a SWAT officer, a character must fulfill the following criteria.

Allegiance: Active Duty (one Police force); SWAT is a considerable commitment, with frequent long shifts, and on-call responsibilities. Some police forces even

require SWAT members to sign a contract committing to certain time requirements. Even if the force the character belongs to has a part-time SWAT team, the character will still need to be an active duty police officer.

Base Attack Bonus: 5+.

Feats: Personal Firearms, Teamwork (Police).

Skills: Climb 5 Ranks, Hide 5 Ranks, Intimidate 5 Ranks, Knowledge (tactics) 5 Ranks.

Class Information

The following features pertain to the SWAT Prestige class.

Hit Die: 1d8.

Action Points: $7 + \frac{1}{2}$ character level, rounded down.

Class Skills: The SWAT class skills are as follows: Climb, Diplomacy, Drive, Hide, Intimidate, Investigate, Jump, Knowledge (civics, tactics), Move Silently, Sense Motive, Spot, Swim.

Skill Points per Level: 5 + Intelligence modifier.

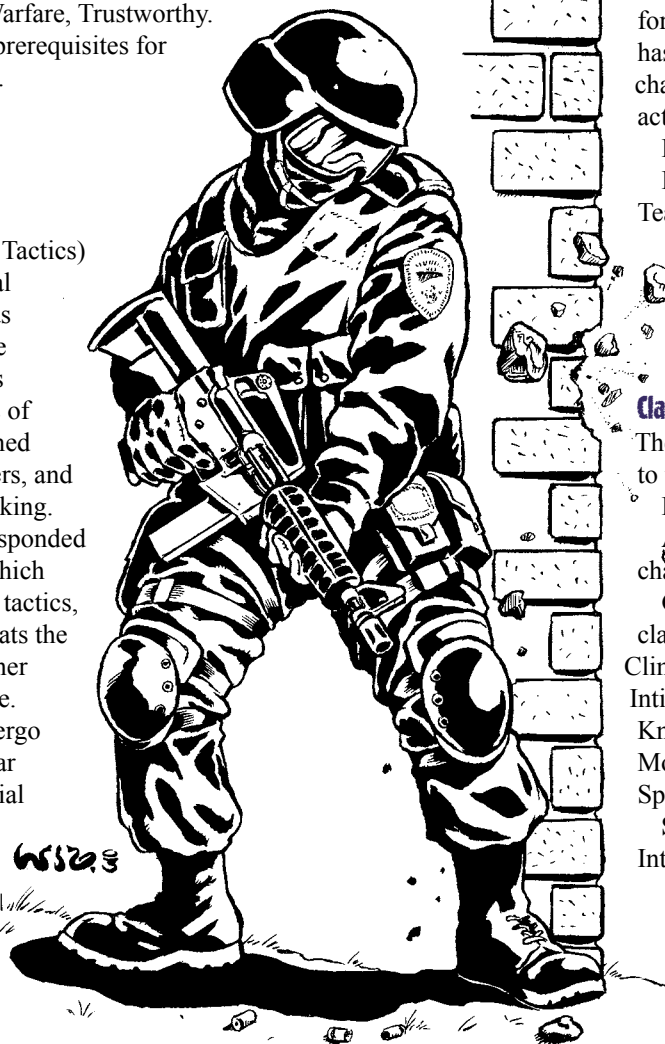


TABLE 1-5: SWAT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+1	+1	+0	Quick Response +1	+1	+0
2 nd	+1	+2	+2	+0	Nonlethal Force	+1	+0
3 rd	+2	+2	+2	+1	Quick Response +2	+2	+0
4 th	+3	+2	+2	+1	Bonus Feat	+2	+0
5 th	+3	+3	+3	+1	Reconnaissance	+3	+1
6 th	+4	+3	+3	+2	Quick Response +3	+3	+1
7 th	+5	+4	+4	+2	Plan	+4	+1
8 th	+6	+4	+4	+2	Bonus Feat	+4	+1
9 th	+6	+4	+4	+3	Ambush	+5	+2
10 th	+7	+5	+5	+3	Quick Response +4	+5	+2

Class Features

The following information pertains to the SWAT prestige class.

Quick Response: Take the door at 4 am. Swarm the perp while he's naked and asleep. SWAT team members are masters of the swarming assault, using surprise, overwhelming numbers, and a show of force to scare an opponent into quick bloodless submission. The SWAT character gains the listed bonus to initiative, and also gains the listed bonus to hit a surprised, flat-footed, or flanked target (this bonus is in addition to all other modifiers an attacker gains due to these conditions). If the character wishes to grapple or trip an opponent to the ground while gaining this bonus, he also gains his Quick Response bonus to any opposed check. Lastly, the character gains his quick response bonus to any Intimidate skill check (again usually used to make a target surrender without violence).

Nonlethal Force: SWAT characters are highly trained in subduing opponents. From this point on, he or she can deal Nonlethal damage with a weapon that normally deals lethal damage (if he or she chooses) without taking the normal -4 penalty on the attack roll.

Reconnaissance: Experienced SWAT team members are often sent ahead to reconnoiter an area prior to an assault, so members of the tactical team will know where hostages are, to avoid crossfires and loss of innocent life. Characters with this ability gain a bonus on all Spot checks equal to the character's SWAT level.

Also, if the reconnoitering character makes a Spot check (DC 25), and the GM is using the optional Crossfire or Friendly Fire rules from Blood and Guts, then any Reflex saving throw to avoid a crossfire gains a bonus equal to the reconnoitering character's SWAT level.

Plan: This ability increases the bonus gained from a successful Knowledge (tactics) skill check by +2.

Ambush: On a successful Knowledge (tactics) skill check (DC 20), the character can set up an ambush, gaining a bonus on Hide skill checks equal to ½ his Knowledge (tactics) skill. If this Hide check is successful

(exceeds the Spot check of enemy forces), those forces receive no action in the surprise round, as opposed to the partial action normally gained, due to the speed and precision of the attack. Some of the ways this ambush could be achieved are through an aerial insertion (either paratroop or rappelling), blending in with a crowd through native dress, or using cover from which to launch an attack.

Note: Two of the Elite Units detailed in Blood and Guts, the Marine Special Response Team and the Air Force Phoenix Ravens are special response teams modeled on SWAT. If a character wishes to play a member of one of these units, the GM may allow the character to take levels of the SWAT prestige class rather than the Elite Unit feat.

Bonus Feats: At the levels indicated, SWAT characters gain a bonus feat from the following list: Alertness, Armor Proficiency (heavy), Armor Proficiency (medium), Armor Proficiency (light), Athletic, Force Stop, Point Blank Shot, Precise Shot, Surface Vehicle Operation, Vehicle Expert, Weapon Focus. The character must meet the prerequisites for any feat taken as a bonus feat.

Terrorist

The Terrorist is the elite shadow warrior, with training and dedication on par with that of the special operations forces which are likely to be his primary enemies. Although the terrorist still fights for ideology or national identity, like the Zealot and the Guerilla, he does so in a much more calculating and sophisticated manner.

Note: The Terrorist class seems to be more a function of novels and movies regarding terrorist threats than reality. However, for most Blood and Guts, or War on Terror games, this class is highly appropriate.

Requirements

To qualify to become a Terrorist, a character must meet the following criteria.

TABLE 1-6: TERRORIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+1	+2	+2	+0	Suicidal Attack	+1	+0
2 nd	+2	+3	+3	+0	Fanaticism; Bonus Feat	+1	+0
3 rd	+3	+3	+3	+1	Sneak Attack +1d6	+2	+1
4 th	+4	+4	+4	+1	Fanaticism; Bonus Feat	+2	+1
5 th	+5	+4	+4	+1	Imp. Suicidal Attack; Sneak Attack +2d6	+3	+1
6 th	+6	+5	+5	+2	Fanaticism; Bonus Feat	+3	+2
7 th	+7	+5	+5	+2	Sneak Attack +3d6	+4	+2
8 th	+8	+6	+6	+2	Fanaticism; Bonus Feat	+4	+2
9 th	+9	+6	+6	+3	Sneak Attack +4d6	+5	+3
10 th	+10	+7	+7	+3	Fanaticism; Bonus Feat	+5	+3

Allegiance: One group or cause related to Enemy and Antithesis feats (the cause the character serves to fight his hated enemy).

Base Attack Bonus: 7+.

Feats: Antithesis, Conviction, Enemy.

Skills: Demolitions 8 ranks, Disable Device 8 Ranks, Hide 8 Ranks, Move Silently 8 Ranks.

from the following list: Advanced Firearms Proficiency, Aircraft Operation, Alertness, Armor Proficiency (light), Armor Proficiency (medium), Athletic, Blind-fight, Burst Fire, Cautious, Combat Expertise, Combat Reflexes, Deceptive, Defensive Martial Arts, Exotic Firearms Proficiency, Frightful Presence, Improved Initiative, Low Profile, Point Blank Shot, Renown, Shot on the Run,

Stealthy, Surface Vehicle Operation. The character must meet the prerequisites for any feat taken as a bonus feat.

Fanaticism: Whenever the character gains this ability, he may choose one of his Enemy feats and increase the bonus it gives to attack and skill checks by one. The character may choose the same Enemy multiple times, or, if he has more than one Enemy feat, may choose a different one each time.

Suicidal Attack: By sacrificing himself in the course of an attack, a Terrorist can deliver a deadly blow on his enemies. The massive damage save of any suicidal attack is increased by the Terrorist's class level.

Sneak Attack: The character gains the listed damage bonus against surprised, flat-footed, or flanked targets. If the victim of this attack is surprised and fails a

Massive Damage Threshold saving throw, the character is eliminated in complete silence, requiring a Listen check (DC 30) for any nearby guard to notice

Class Information

The following features pertain to the Terrorist Prestige class.

Hit Die: 1d10

Action Points: 7 + ½ character level, rounded down.

Class Skills: The Terrorist class skills are as follows: Bluff, Climb, Craft (Chemical), Craft (Electronic), Demolitions, Disable Device, Disguise, Drive, Gather Information, Hide, Intimidate, Knowledge (Civics, Current Events, Streetwise, Tactics), Listen, Move Silently, Navigate, Pilot, Read/Write Language, Search, Sense Motive, Speak Language, Survival.

Skill Points per Level: 5 + Intelligence modifier

Class Features

The following information pertains to the Terrorist prestige class.

Bonus Feats: At the levels indicated, Terrorist characters gain a bonus feat

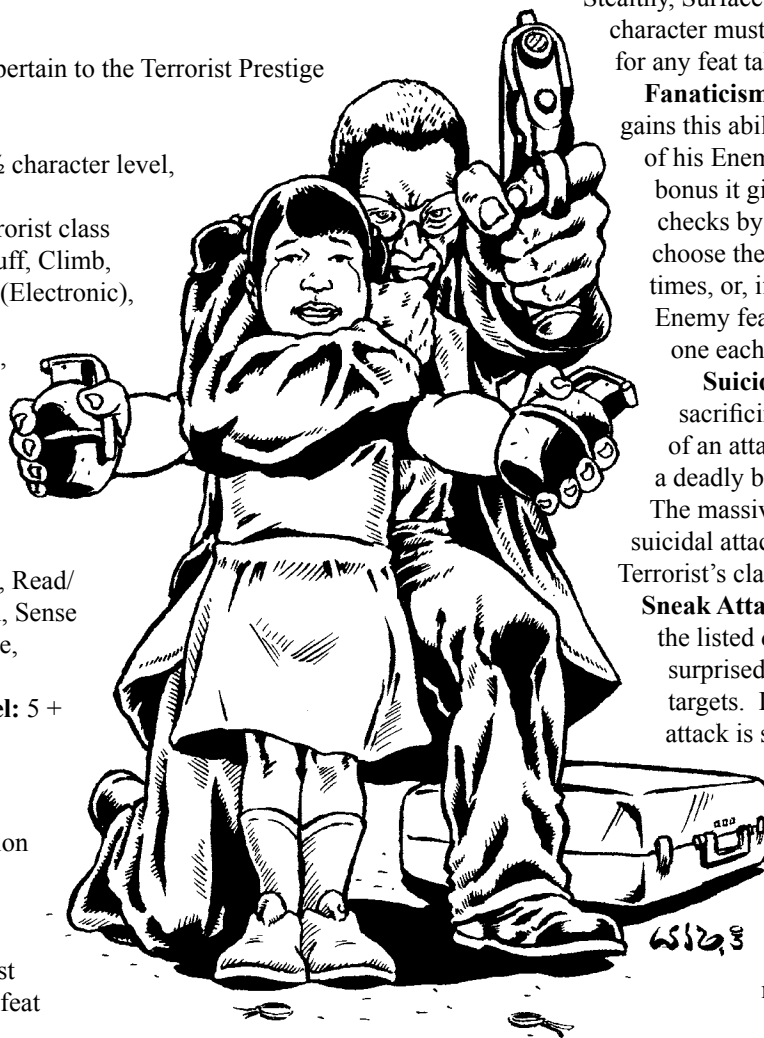


TABLE 1-7: U.S. SECRET SERVICE PROTECTIVE DETAIL

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+2	+2	+0	Harm's Way	+1	+0
2 nd	+1	+3	+3	+0	Human Shield +1	+2	+0
3 rd	+2	+3	+3	+1	Sentinel	+2	+0
4 th	+3	+4	+4	+1	Defensive Position +1	+3	+0
5 th	+3	+4	+4	+1	Human Shield +2	+4	+1
6 th	+4	+5	+5	+2	Defensive Position +2	+4	+1
7 th	+5	+5	+5	+2	Counter Attack	+5	+1
8 th	+6	+6	+6	+2	Defensive Position +3	+6	+1
9 th	+6	+6	+6	+3	Advance Warning	+6	+2
10 th	+7	+7	+7	+3	Human Shield +3	+7	+2

something amiss. At the GM's discretion, in very realistic or gritty campaigns (corresponding to Blood and Guts' *Grit* or *True Grit* campaign styles), Ordinaries may not receive a MDT save against this attack. See the d20 Modern Core Rulebook for the definition of an Ordinary.

Improved Suicidal Attack: At this level, a character gains his Sneak Attack damage bonus to any suicidal attack. Also, the Massive Damage Threshold saving throw is increased by twice the character's Terrorist levels.

U.S. Secret Service Protective Detail

After William McKinley's assassination in 1901, Congress ordered the Secret Service to protect the President, and this remains the primary mission of the Secret Service to this day. Although the Secret Service also provides protection for senators and visiting dignitaries, the unit responsible for the protection of the President and the First Family is known as the Presidential Protective Division (PPD).

Requirements

To qualify for the U.S. Secret Service Protective Detail a character must meet the following criteria.

Allegiance: Active Duty (U.S. Secret Service), Loyalty to Country.

Base Attack Bonus: 5+.

Feats: Personal Firearms Proficiency, Alertness, Teamwork (Secret Service).

Skills: Knowledge (Tactics) 5 Ranks, Listen 8 Ranks, Sense Motive 8 Ranks, Spot 8 Ranks.

Class Information

The following features pertain to the U.S. Secret Service Protective Detail Prestige class.

Hit Die: 1d12.

Action Points: 7 + ½ character level, rounded down.

Class Skills: The U.S. Secret Service Protective Detail class skills are as follows: Climb, Diplomacy, Drive, Gather Information, Intimidate, Investigate, Jump, Knowledge (Civics, Current Events, Tactics), Listen, Sense Motive, Spot.

Skill Points per Level: 5+ Int. Modifier.

Class Features

The following information pertains to the U.S. Secret Service Protective Detail prestige class.

Harm's Way: Once per round, if the Secret Service Agent is adjacent to an ally who is targeted by a direct melee or ranged attack (but not an area effect), the Secret Service Agent can subject him or herself to the attack in the ally's stead. If the attack hits the Secret Service Agent, he or she takes damage normally. If it misses, it also misses the ally.

The Secret Service Agent must declare his or her intention to place him or herself in harm's way before the attack roll is made. The Secret Service Agent selects his or her ally either prior to combat or immediately after the Secret Service Agent makes his or her initiative check. The Secret Service Agent can't change his or her ally for the duration of the combat.

Human Shield: Secret Service Agents position themselves around targets to intercept attacks they are not even aware of. The agent designates an ally, and positions himself somewhere around that ally, choosing forward, left, right, or rear, and granting the listed bonus to Defense and Reflex saving throws against all attacks from that direction. Multiple agents may combine their efforts to grant an ally this bonus from all directions (four agents are needed for this).

Should the ally protected by this ability be subjected to an attack, agents can put the ally "on the ground", granting ¼ Cover for each agent protecting the ally with their body (so one agent provides one-quarter Cover, 2 one-half Cover, 3 three-quarters Cover, 4 nine-tenths Cover, and 5 agents provide total Cover). An ally on the

TABLE 1-8: Y-12 SRT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+1	+2	+2	+0	Mental Toughness	+1	+0
2 nd	+2	+3	+3	+0	Bonus Feat	+2	+0
3 rd	+3	+3	+3	+1	Grace Under Pressure 1/day	+2	+0
4 th	+4	+4	+4	+1	Bonus Feat	+3	+0
5 th	+5	+4	+4	+1	Defensive Position +1	+4	+1
6 th	+6	+5	+5	+2	Grace Under Pressure 2/day; Bonus Feat	+4	+1
7 th	+7	+5	+5	+2	Defensive Position +2	+5	+1
8 th	+8	+6	+6	+2	Bonus Feat	+6	+1
9 th	+9	+6	+6	+3	Grace Under Pressure 3/day	+6	+2
10 th	+10	+7	+7	+3	Bonus Feat	+7	+2

ground cannot be moved without reducing protection to the normal Human Shield modifier.

Any attack that misses the target due to this Cover hits one of the agents invoking the Human Shield action.

Sentinel: Secret Service Agents are acutely trained professionals with an extraordinarily high degree of dedication to protect their charges. While on duty (a maximum of eight hours per day), an agent adds his class level to all Spot, Listen, and Sense Motive skill checks.

Defensive Position: The character is trained at fighting defensively. Any time the character is fighting from cover, he gains the listed bonus to Attack rolls, Defense, Saving Throws, and Initiative.

Counter Attack: If the ally the agent is protecting is subjected to an attack, the agent gains a +2 morale bonus to attack rolls, saving throws, and skill checks for one round per class level (starting from the most recent attack).

Advance Warning: The agent's senses are so acute, that even if he is surprised, he is allowed a full action during the surprise round (although the character is still surprised).

Y-12 Special Response Team

Department of Energy Plant Y-12, located in Oak Ridge Tennessee is the sole responsibility of this unit, one of the most elite special operations units in the world. Y-12 manufactures and reworks

components for America's nuclear arsenal, dismantles nuclear weapon components, and serves as the nation's storehouse for Special Nuclear Material (SNM) including weapons-grade plutonium.

The Y-12 Special Response Team (SRT) is given the awesome responsibility to protect these materials, with deadly force if necessary. Members of the Y-12 SRT come from varying backgrounds, and it is not unusual to find ex-Army Rangers, Police SWAT, Marines, Special Forces, and Air Force Security personnel serving in this elite unit.

All Y-12 SRT members go through extensive training to gain their position on the team, and then are tested bi-annually to keep it. The average Y-12 SRT member receives ten times the training given to the typical law enforcement officer.

Requirements

To qualify to become a member of Y-12 SRT a character must meet the following criteria.

Allegiance: Department of Energy (Active Duty).

Base Attack Bonus: 8+.

Feats: Personal Firearms Proficiency, Teamwork (Y-12 SRT), Point Blank Shot, Dodge, Mobility, Shot on the Run, NBC.

Skills: Investigate 8 Ranks, Listen 8 Ranks, Spot 8 Ranks.

Class Information

The following features pertain to the Y-12 SRT Prestige class.

Hit Die: 1d10.

Action Points: 7 + ½ character level, rounded down.

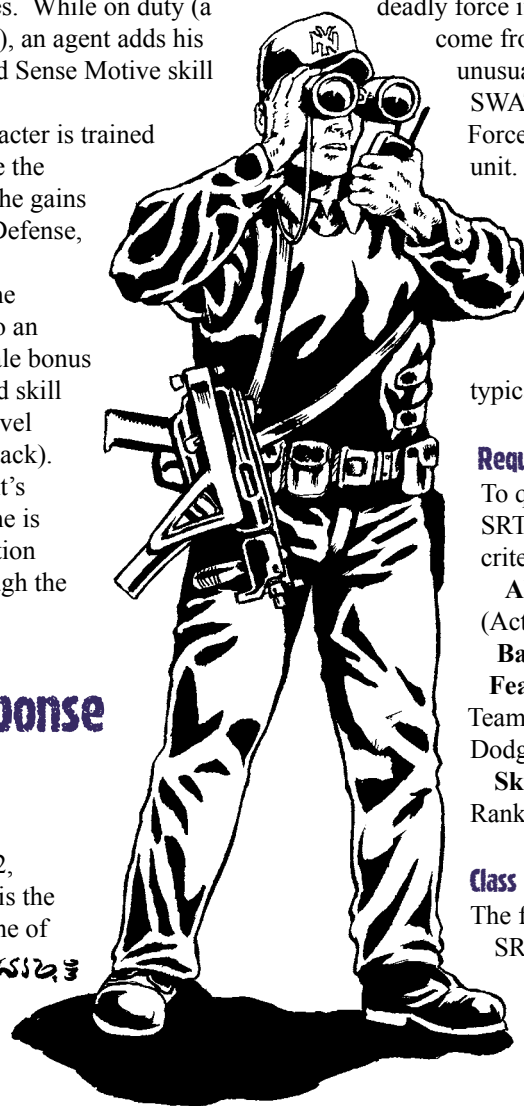


TABLE 1-9: ZEALOT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+1	+1	+0	Fanaticism	+1	+0
2 nd	+1	+2	+2	+0	Bonus Feat	+2	+0
3 rd	+2	+2	+2	+1	Suicidal Attack	+2	+0
4 th	+3	+2	+2	+1	Bonus Feat	+3	+1
5 th	+3	+3	+3	+1	Fanaticism	+4	+1
6 th	+4	+3	+3	+2	Bonus Feat	+4	+1
7 th	+5	+4	+4	+2	Hatred	+5	+2
8 th	+6	+4	+4	+2	Bonus Feat	+6	+2
9 th	+6	+4	+4	+3	Fanaticism	+6	+2
10 th	+7	+5	+5	+3	Bonus Feat	+7	+3

Class Skills: The Y-12 SRT class skills are as follows: Climb, Demolitions, Diplomacy, Disable Device, Drive, Hide, Intimidate, Investigate, Jump, Knowledge (civics, current events, tactics), Listen, Move Silently, Sense Motive, Spot.

Skill Points per Level: 7 + Intelligence modifier.

Class Features

The following information pertains to the Y-12 SRT prestige class.

Bonus Feat: At the levels indicated, Y-12 SRT characters gain a bonus feat from the following list: Advanced Firearms Proficiency, Alertness, Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Athletic, Burst Fire, Combat Martial Arts, Combat Reflexes, Dead Aim, Double Tap, Endurance, Far Shot, Guide, Heroic Surge, Improved Damage Threshold, Point Blank Shot, Precise Shot, Quick Draw, Quick Reload, Renown, Stealthy, Strafe, Surface Vehicle Operation, Tactician, Toughness, Track, Weapon Focus, Police Training, Paramilitary Training. The character must meet all prerequisites for any feat taken as a bonus feat.

Mental Toughness: The character adds his SRT levels to any saving throw to resist fatigue, hunger, torture, brainwashing, fear, combat fatigue, and intimidation.

Grace Under Pressure: At 3rd level, Y-12 SRT characters can add their class level to the following skills once per day: Diplomacy, Hide, Intimidate, Listen, Move Silently, Sense Motive, Spot. At 6th level this ability may be used twice per day, and at 9th level it may be used three times per day.

Defensive Position: The character is trained at fighting defensively. Any time the character is fighting from cover, he gains the listed bonus to Attack rolls, Defense, Saving throws, and Initiative.

Zealot

The character has a cause he feels so passionately about that he would gladly give up his own life for it, or take the lives of women and children to support it. Even publicity towards his cause (in order to rally others to the “just fight”) is worth the deaths of thousands of innocents.

Requirements

To qualify to become a Zealot, a character must meet the following criteria.

Allegiance: One group or cause related to Enemy and Antithesis feats (the cause the character serves to fight his hated enemy).

Base Attack Bonus: 2+.

Feats: Enemy, Conviction.

Skills: Demolitions 3 ranks, Intimidate 3 ranks.

Class Information

The following features pertain to the Zealot Advanced class

Hit Die: 1d8.

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

Class Skills: The Zealot class skills are as follows: Bluff, Climb, Craft (Chemical), Craft (Electronic), Demolitions, Disable Device, Drive, Gather Information, Hide, Intimidate, Knowledge (current events, streetwise, tactics), Move Silently, Spot.

Skill Points per Level: 3 + Intelligence modifier.

Class Features

The following information pertains to the Zealot advanced class.

Bonus Feats: At the levels indicated, Zealot characters gain a bonus feat from the following list: Alertness, Armor Proficiency (Light), Cautious, Combat Martial Arts, Conviction, Deceptive, Drive-By Attack, Enemy, Home Turf, Low Profile, Personal Firearms Proficiency, Point Blank Shot, Renown, Stealthy, Teamwork, Weapon Focus,

TABLE 1-10: WEAPONIZED DISEASES

Disease	Craft DC	Type	Incubation Period	Initial Damage	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 and Con	1d2 Str andCon

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

Fanaticism: Whenever the character gains this ability, he may choose one of his Enemy feats and increase the bonus it gives to attack and skill checks by one. The character may choose the same Enemy multiple times, or, if he has more than one Enemy feat, may choose a different one each time.

Suicidal Attack: By sacrificing himself in the course of an attack, a Zealot can deliver a deadly blow on his enemies. The massive damage save of any suicidal attack is increased by the Zealot's class level.

Hatred: When the character fights an Enemy, the character gains a damage bonus equal to his Zealot class level with melee and ranged attacks.

Skills

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.

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	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.

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.

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.

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:

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)

Table 1-11: 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	Indifferent	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

Investigate (Int)

New Use

Follow the Money: To track down the shadowy supporters of terrorists, finding their funding is critical. The size of the terrorist group and the amount of money changing hands both affect the difficulty of this check as show on the table below. For each 2 Resources being transferred the DC is lowered by 1.

Size of Terrorist Group	DC
Splinter Cell	35
Cell	25
Small	20
Medium	15
Large	10

Retry?: Each time an Organizer transfers funds or equipment to his followers, another skill check may be made.

New Feats

Cell

You belong to a small group operating alone, to prevent your parent organization from being detected if you are discovered.

Prerequisite: Allegiance to the parent organization.

Effect: Normally, a large covert organization is easier to detect. If members of an organization take this feat, the Investigate DC to learn about the larger organization from them is much higher (see the Investigate skill for more information). Requisition checks to gain equipment from the organization take a -6 penalty.

Special: You lose the benefits of this feat for one month if you associate with anyone from your organization that does not have this feat.

Home Turf

You know every nook and cranny of your home territory, gaining advantages when fighting to defend it.

Effect: You gain a +1 to hit, and a +2 to the following skill checks in your home territory: Gather Information, Hide, Knowledge (streetwise, tactics), Navigate, Spot, and Survival. This territory may be an area as large as a small country (Israel, Palestine, Great Britain). For extremely large countries, a portion of that country is your home turf (the State of Texas, southern Quebec).

Information Network

You have informants on the ground that will alert you of trouble.

Prerequisite: Leadership.

Effect: Each follower you devote to keeping tabs on things grants a +1 to Gather Information or Spot skill checks. However, there will still be costs associated for information, so you must still pay the usual "fee" to obtain information.

TABLE 1-12: LEADERSHIP

Leadership	Cohort	-- Number of Followers by Level --					
Score	Level	1st	2nd	3rd	4th	5th	6th
1 or less	-	-	-	-	-	-	-
2	1st	-	-	-	-	-	-
3	2nd	-	-	-	-	-	-
4	3rd	-	-	-	-	-	-
5	3rd	-	-	-	-	-	-
6	4th	-	-	-	-	-	-
7	5th	-	-	-	-	-	-
8	5th	-	-	-	-	-	-
9	6th	-	-	-	-	-	-
10	7th	5	-	-	-	-	-
11	7th	6	-	-	-	-	-
12	8th	8	-	-	-	-	-
13	9th	10	1	-	-	-	-
14	10th	15	1	-	-	-	-
15	10th	20	2	1	-	-	-
16	11th	25	2	1	-	-	-
17	12th	30	3	1	1	-	-
18	12th	35	3	1	1	-	-
19	13th	40	4	2	1	1	-
20	14th	50	5	3	2	1	-
21	15th	60	6	3	2	1	1
22	15th	75	7	4	2	2	1
23	16th	90	9	5	3	2	1
24	17th	110	11	6	3	2	1
25+	17th	135	13	7	4	2	2

Leadership

You are a natural leader who attracts followers and brings them under your command.

Prerequisite: You must be at least 6th level.

Benefit: Having this feat enables you to attract loyal companions and devoted followers, subordinates who assist you. See Table: Leadership for what sort of cohort and how many followers you can recruit.

Leadership Score: Your Leadership score equals your level plus any Charisma modifier. In order to take into account negative Charisma modifiers, Table: Leadership allows for very low Leadership scores, but you must still be 6th level or higher in order to gain the Leadership feat and thus attract a cohort. Outside factors can affect your Leadership score, as detailed in Table: Leadership Modifiers.

Cohort Level: You can attract a cohort of up to this level. Regardless of your Leadership score, you can't recruit a cohort of your level or higher.

Number of Followers by Level: You can lead up to the indicated number of characters of each level.

Followers: A leader attracts followers who share at

least one of the character's Allegiances. As the leader's Leadership rises, he can attract more followers. If his Leadership goes down, followers may desert.

Replacing Cohorts and Followers: If a leader loses a cohort or followers, he can generally replace them, according to his current Leadership score. It takes time (1d4 months) to recruit replacements. If the leader is to blame for the deaths of the cohort or followers, it takes extra time to replace them, up to a full year. Note that the leader also picks up a reputation of failure, which decreases his Leadership score.

Police Combat Training

You have been trained in police-style self-defense.

Prerequisite: Combat Martial Arts.

Effect: You are proficient in punching attacks and are considered armed when making such attacks. You provoke no attacks of opportunity from grapple or disarm checks. This feat adds Diplomacy, Intimidate, and Sense Motive to your list of class skills. Police Combat Training attacks are modified by Strength.

TABLE 1-13: LEADERSHIP MODIFIERS

General Leadership Modifiers	
The Leader Has a Reputation for	Leadership Modifier
Great prestige	+2
Fairness and generosity	+1
Special power	+1
Failure	-1
Aloofness	-1
Cruelty	-2
Cohort-only Leadership Modifiers	
The Leader	Leadership Modifier
Recruits a cohort of a different allegiance	-1
Caused the death of a cohort	-2*
Cohort shares two Allegiances with character	+1
Cohort shares three Allegiances with character	+2
*Cumulative per cohort killed. This penalty does not apply to Demagogues.	
Follower-Only Leadership Modifiers	
The Leader	Leadership Modifier
Has a base of operations	+2
Has the Home Turf feat	+1
Character has written a Manifesto	Varies; see Craft (Writing) for more information
Moves around a lot	-1
Caused the death of other followers	-1*

*This penalty does not apply to Demagogues.

Psychological Warfare

You are trained to cause Psychological damage to his opponents.

Effect: You may make Intimidate skill checks for Psychological Warfare normally.

Normal: Characters without this feat take a -4 penalty to Intimidate skill checks for Psychological Warfare.

Sleeper

You enter a country or join an organization and bide your time, waiting for your opponent's guard to drop before engaging in a covert action.

Prerequisite: Low Profile.

Effect: Each month you go without performing a covert act gives you a +1 bonus to any covert action you undertake.

Example: A terrorist gets a menial job as a night janitor at a power company. Pretending not to speak English, the character is soon a part of the background as he searches desk drawers for passwords, and hacks computer terminals to create backdoors into programs and applications. After a year, the character's group sends him the agreed upon signal, and the character uses a computer to cut the power to a major city, gaining +12 on his attempt.

Splinter Cell

You are a member of a covert group that has completely cut itself off from the larger organization in order to increase security.

Prerequisite: Cell.

Effect: The Investigate DC to trace your group back to your organization is even harder. Characters with this feat take a -10 on all requisition checks to receive equipment from their organization.

Special: You lose the benefits of this feat for one month if you associate with anyone from your organization that does not have this feat.

Police Training

The following are specialized police fields. A character that is a member of a police organization may take one of these training packages as a feat any time he is entitled to a bonus feat.

Beat Cop

You have a regular patrol area, increasing security by your knowledge of the area and the people who live there.

Bonus Feat: Home Turf.

Effect: The bonus of the Home Turf feat to attack and skill rolls increased by +1.

Bomb Squad

You are trained in disabling or disposing of dangerous explosive devices.

Bonus Feat: Cautious.

Skills: Add three of the following to your permanent class skill list: Demolitions, Disable Device, Investigate, Knowledge (civics, technology), Search. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

K-9

You use a well-trained canine partner to assist with a variety of tasks including: suspect apprehension, tracking, drug detection, and explosives detection.

Bonus Feat: Animal Affinity.

Skills: Add the following skills to your permanent class skill list: Handle Animal, Intimidate, Knowledge (Civics), Spot. If a skill you gain is already a class skill, you receive a +1 competence bonus on checks using that skill.

Internal Affairs

You have the unsavory, but necessary, job of investigating your fellow officers.

Bonus Feat: Interrogation.

Skills: Add three of the following to your permanent class skill list: Bluff, Diplomacy, Gather Information, Intimidate, Knowledge (Civics), Listen, Sense Motive, Spot. If a skill you gain is already a class skill, you receive a +1 competence bonus on checks using that skill.

Mounted Police

You use a horse to control crowds and patrol parks.

Bonus Feat: Animal Affinity.

Skills: Add the following skills to your permanent class skill list: Handle Animal, Intimidate, Knowledge (Civics), Ride. If a skill you gain is already a class skill, you receive a +1 competence bonus on checks using that skill.

Undercover

You pose as a criminal to gather evidence and make arrests. This specialty is especially useful in police attempts to curb prostitution, drugs, and criminal organizations such as the Mafia. In recent years,

detectives have even posed as children to deter Internet criminals.

Bonus Feat: Deceptive.

Skills: Add three of the following skills to your permanent class skill list: Bluff, Computer Use, Diplomacy, Disguise, Gather Information, Investigate, Knowledge (Civics), Sense Motive, Spot. If a skill you gain is already a class skill, you receive a +1 competence bonus on checks using that skill.

Elite Units

Elite Units are for the best of the best within an organization and are a concept that debuted in *Blood and Guts* for units like the 82nd Airborne. Below are two Elite Units for the Secret Service.

Advance Team

The Secret Service sends agents ahead to insure that conditions are safe for the President. These teams, called "Advance Teams" will investigate areas about to receive a Presidential visit and make security recommendations to local officials. They might even, in the case of significant unrest or poor security recommend a delay or cancellation of a visit (although the President has the final say).

Prerequisite: Active Duty (U.S. Secret Service), Police Training- Undercover, Gather Information 8 Ranks, Sense Motive 8 Ranks.

Benefit: The character gains a +1 morale bonus to hit, and a +2 bonus on Gather Information, Sense Motive, Spot, Listen, and Knowledge (Tactics) checks. If you have the Defensive Position class ability, you gain an additional +1 to Attack rolls, Defense, Saving throws, and Initiative when fighting from cover in an area you have scouted.

Counter Assault Team

The Counter Assault Team is a Secret Service unit trained to protect the President through the use of lethal force. Given extra combat training, these agents are responsible for ending any threat against the President by injuring or killing the attacker.

Prerequisite: Active Duty (U.S. Secret Service), Base Attack Bonus 6+, Weapon Focus, Sharpshooter, Target Acquisition.

Effect: If an ally under your care is attacked, you gain a +1 morale bonus to hit, and a +2 to Spot, Listen, Search, and Sense Motive skill checks for one hour after the attack. If you have the Counter Attack class ability, you instead increase the attack, saving throw, and skill check bonuses granted by that ability by +2.

Chapter 2:

Terrorist Groups

It was a week later. Kimmy and Bri were talking over by the window. Max hung up the phone. Bri turned, the dusk light making her hair glow as it filtered into the small room. "What did they say?"

"They said there are no known currently active terrorist groups in South Korea, there have been no known terrorist attacks in South Korea for... blah blah blah. They said nothing. Basically."

Bri shook her head and headed for her gym bag. "I'm calling some friends of mine. They have helped me with stories in the past, back when I worked for the Sentinel. They will know something and then we..."

Max reached out and snared her hand, gently pulling her close. "I'm sorry. He asked me not to tell you."

Brianna let herself be pulled closer, speaking softly, "I'm not mad at you per se Max. But dad's career was always a big issue for me. Mom always seemed so worried about him. About me. I guess I know why now. You didn't lie to me Max. He did. His whole life was a lie."

Max shook his head. "When you're in that life, you agree not to talk about it. It's a solemn duty. There's things I did in the service I can't talk about either. It comes with the territory."

Brianna just nodded as she dug out her Palm and started looking for the phone number she needed. Just before she turned away, in a soft voice she said, "You're just like him, which is why you always scared me Max."

<<<...>>>

Brianna snarled into the phone. "You remember that oil deal I clued you into? You owe me you little shit."

Kimmy just watched, amazed, then turned to Max.

"You realize she's exactly like you don't you?"

Max just laughed. "Except she's meaner."

Brianna flipped him off, voice sweet and light now, "Ok listen, you know that thing in New Orleans. The cop killing. No. No. The whole thing is being covered up. I know you were looking to break a big police case, and this might be the biggest one. I was going to do it myself but..."

Brianna was writing, nodding. Max suddenly found himself looking for a cigar. He knew he had some more around here. Suddenly she clicked her phone off. "Ok Max, you were right. This is about something that happened twenty years ago. And the government is going to sweep this whole thing under the rug, too. We have to do something."

Max nodded. That sixth sense of his never let him down. Biting the end off his cigar, he spit it into the trashcan. "Right. We need to meet with some friends of mine first. This isn't some prissy little martial arts tournament."

Bri just looked at him. "This is Korea. Do you have any idea how hard it will be to get your hands on a gun?"

Max laughed, lighting up. "In the first place, darlin, we'll need guns not gun. And in the second place, I know a guy."

Terror Groups

Below are described various terror groups, their motivations, and their histories. Before each group is described, relevant information is provided for the GM, including Holy Wars, Operatives, Size, Cells, and Financial Resources.

Holy Wars: An organization's Holy Wars determine which targets Zealots and Terrorists will get bonuses against, and in general who the organization will conduct operations against. As the campaign progresses, these enemies may change, and a change in leadership in the organization will almost always add an enemy to the list.

Operatives: This indicates where you are likely to encounter members or affiliates of a group in small numbers. These affiliates will usually not have access too much of the organization's resources (maximum requisition value being one-fourth the organization's resources).

Size: Size indicates the general size of the organization, including leadership, die-hard members, affiliates and those who provide aid. Small organizations are more difficult to locate and track through the Investigate skill, but tend to have more resources.

Home Base: A group's main bases of operations.

Cells: Cells indicate where the organization has active cells working on future terrorist action. Members of a Cell will have the Cell or Splinter Cell feat, and thus be much harder to trace back to the home organization with the Investigate skill. Cells can requisition Equipment at a -6 penalty, while Splinter Cells requisition equipment at a -10.

Financial Resources: The wealth of the group.

17 November

17 November was established in 1975, and named after a student uprising that occurred two years earlier (November, 1973) that protested the government's military ties to the United States. The group seeks the removal of U.S. military bases, and the withdrawal of Greece from NATO and the European Union (EU).

17 November has engaged in the assassination of U.S. and Greek officials, bombing and assassination of EU targets, and attacks on foreign companies investing in Greece. Kidnapping of foreign businessmen is a possibility, both as a means of raising capital, and to draw further attention to their cause from the international community.

Recently, rocket attacks have been conducted against targets of opportunity. These attacks seem to be more spur of the moment, rather than planned operations.

Holy Wars: Greek Government, European Union, NATO, United States.

Operatives: Europe, Turkey, Cyprus.

Size: Small.

Home Base: Athens, Greece.

Cells: Europe.

Financial Resources: +15 (well funded by a small, committed group).

Plot Hook: *Anniversary Present:* On November 17th group members decide to remind the world of their cause by kidnapping an American serviceman, Capt. Ronald Tracy, having lunch with his girlfriend. Unknown to the terrorists, the girl is the daughter of an American ambassador. Since she would make a much better "statement" than a fighter pilot, and one hostage is easier to care for than two, Greek Intelligence believes Capt. Tracy will be killed the moment the group discovers the girl's identity.

At the insistence of the Greek government, American special operations forces must work with Greek authorities and free the hostages before the situation turns into a major international incident. Also, one member of the Greek forces the PCs are working with is a 17 November plant, who will try to alert his fellows to the identity of the girl without being detected. Worse, if he is unable to do that, he will try to turn any operation into a bloodbath, killing his fellows to turn them into martyrs, as well as the hostages, and damaging both the reputation of the Greek and American forces, but also souring their relations with one another.

Abu-Nidal

Abu-Nidal (also known as Black September) and its leader, Sabri al-Banna, split from the PLO in the 1970's. Since that time, Abu-Nidal has engaged in terrorist operations in over twenty countries, killing close to a thousand people. Targets have included the United States, Great Britain, Israel, the PLO, moderate Palestinians and Arabs.

Abu-Nidal is believed responsible for the Pan Am Flight 73 Hijacking in 1986, and the assassination of two high-ranking PLO officials in the early nineties. For unknown reasons, Abu-Nidal has not attacked a Western target since the late 1980's.

The membership of Abu-Nidal is believed to be close to five hundred, and in the past the organization has received money, equipment, training, and logistical support from Iraq, Syria, and Libya. Due to a falling out with Syria in 1987, and current United States and British operations in Iraq, it is believed that this organization's external support has been considerably diminished of late.

Holy Wars: Israel, PLO, moderate Arabs, Palestinians, and Muslims; previously the United States (Abu-Nidal has not attacked a United States target since the late eighties. Future attacks are still a possibility, however, since no formal cessation of hostilities has been declared and the United States continues to work with Abu-Nidal's enemies, particularly Israel.)

Operatives: Europe, Africa, Middle East, Asia.

Size: Medium.

Home Base: Believed to have relocated to Iraq in 1998. Previously believed to be based in the Bekaa Valley of Lebanon.

Cells: West Bank, Lebanon, Syria, Sudan.

Financial Resources: previously +25 (considerable external support from Iraq, Syria, and Libya); currently +20 after ongoing operations in Iraq and a falling out with Syria (considerable external support from Libya).

Plot Hook: *The Great Escape:* High-ranking Abu-Nidal organizers, trapped in Iraq since the beginning of American and British operations there, have decided the time has come to slip out of the country. American and British special operations are alerted to the pending escape by Saudi intelligence. The group's plan is to slip out of Iraq into Jordan (a country not at all friendly to terrorists), pass through Jordan to Egypt (another country that would happily arrest and kill them) to make their way to Libya where they can expect safe haven.

Depending on how evil the GM is feeling, the PCs could apprehend the terrorists' small, heavily-armed convoy in the desert on their way to the Jordan border, or, the PCs could be forced to pursue the terrorists through Jordan and Egypt, where the PCs will *not* be much more welcome than the terrorists. Collateral damage or civilian casualties would be a nightmare for America, but the terrorists are considered an important enough target to risk it. GMs who wish to complicate matters further could have Jordan decline American requests for special operations to seek the terrorists in their country (this is the most realistic response they would have in fact), and have the PCs ordered to attempt a covert, illegal apprehension of the terrorists in Jordan or Egypt.

Abu Sayyaf

Abu Sayyaf seeks to create an independent Muslim state in Mindanao, an area of the Southern Philippines with a large Muslim population. Their leader was killed in a clash with police in 1998, and the current leadership of the group is unknown at the present time.

Many members of Abu Sayyaf went to fight with the Mujahadin resistance to the Soviet invasion of Afghanistan, and this action led to members returning to the Philippines with Al-Qaeda contacts, as well as better training, battle experience, and more radical views toward America. After September 11th, United States Special Operations units have been aiding the Philippine military in their attempts to combat Abu Sayyaf.

Throughout April 2002, Abu Sayyaf claimed responsibility for a series of bombings in the Mindanao city of General Santos. The organization is also known for kidnapping foreign tourists. Twenty tourists seized in May 2001 were either ransomed for large amounts of money (one of the organization's methods of raising

capital to continue its activities) or killed in June 2002, and the United States, Britain, Australia, and Canada have travel advisories in place warning tourists to avoid the Island of Mindanao, although unexploded bombs were discovered in the northern city of Manila in March 2002.

Holy Wars: Philippine Government, United States.

Operatives: Afghanistan.

Size: Small.

Home Base: Southern Philippines (Mindanao Island and Sulu Archipelago).

Cells: None.

Financial Resources: +16 (small group of devoted followers with outside aid from Al-Qaeda, and other Mid East and Asian Islamic terror organizations).

Al-Jihad

Al-Jihad seeks to overthrow the government of Egypt and replace it with an Islamic state. Targets high-ranking Egyptian government officials, such as Cabinet ministers, for assassination. Assassinated Egyptian President Anwar Sadat in 1981.

Ayman al-Zawahiri, a key leader of one Al-Jihad faction, is believed to be in Afghanistan right now, and is believed to be a key ally of Bin-Laden's Al-Qaeda, who provide Al-Jihad with funding.

Holy Wars: Egyptian Government, Israel, United States.

Operatives: Africa, Middle East, Europe.

Size: Medium.

Home Base: Cairo, Egypt.

Cells: Afghanistan, Pakistan, Sudan, Britain.

Financial Resources: +20 (supported by Al-Qaeda, Iran, and Sudan, as well as from Islamic charities and donations).

Plot Hooks (*Devil's Bargain*): Abu-Nidal organizers, fleeing Iraq, with American and British forces nipping at their heels, barter Sarin Nerve gas with Al-Jihad for safe haven and passage to Libya. If the PCs are illegally pursuing Abu-Nidal through Cairo, this would be an especially evil plot twist. (See the *Great Escape* plot hook for more information).

Al-Qaeda

Al-Qaeda ("The Base") grew out of the Mujahadin resistance to the Soviet invasion of Afghanistan.

Although this resistance was supported by many, the two forces with the greatest bearing on the eventual formation of Al-Qaeda as it is known today from the Mujahadin are the United States Central Intelligence Agency, and Usama Bin Laden.

Many of the Mujahadin were trained in paramilitary and unconventional warfare tactics by the CIA, and felt

there was an implied promise that America would help Afghanistan rebuild from the long and bloody conflict with the Soviets. When the United States “abandoned” the Mujahadin after the Soviet withdrawal, a deep hatred of the United States was sparked in many of the revolutionaries that had flocked from the Middle East to join the conflict as these soldiers, with their Jihad experience returned home to countries such as Egypt, Algeria, and Saudi Arabia.

In an effort to fund the Mujahadin, many Arab “money men” were brought into the picture. One of these was Usama Bin Laden, who, after the Soviet withdrawal from Afghanistan, began to shape the organization, using his vast personal wealth to provide training camps and “courtesy houses”. United States citizens were recruited to make financial transactions on behalf of Al-Qaeda, allowing these transactions to draw less attention from the authorities. In the early 90’s, Al-Qaeda issued several Fatwahs, or interpretations of Islamic law stating the just and noble cause of destroying the United States, Israel, and various “illegitimate” governments (those deemed to be supported by the United States, such as Egypt and Saudi Arabia). One of these Fatwahs stated, “in compliance with God’s order we issue the following fatwah to all Muslims: the ruling to kill the Americans and their allies, including civilians and military, is an individual duty for every Muslim who can do it in any country in which it is possible to do it.”

After the Gulf War, in 1991, and Operation: Restore Hope in Somalia in 1992, which Al-Qaeda saw as American precursors to occupation of the Holy Land, Al-Qaeda became even more focused on the destruction of the United States.

Al-Qaeda maintains close ties with numerous groups that share its goals, including Al-Jihad and Egyptian Islamic Jihad, and has contacts with terrorist groups in Sudan, Saudi Arabia, Yemen, Somalia, Eritrea, Djibouti, Afghanistan, Pakistan, Bosnia, Croatia, Albania, Algeria, Tunisia, Lebanon, the Philippines, Tajikistan, Azerbaijan, the Kashmiri region of India, and the Chechen rebels in Russia. Al-Qaeda is known or suspected to have cells operating in Kenya, Britain and the United States.

Since 1993 Al-Qaeda has been involved in attacks in Somalia, Kenya, Tanzania, Yemen and the United States that have resulted in thousands of deaths.

Al-Qaeda is an umbrella organization. They provide logistical aid, money and training to small groups who share their goals (usually the destruction of enemies on Al-Qaeda’s Holy War list). The result of this chaotic network makes Al-Qaeda uniquely difficult to track. In game terms, each group working under the Al-Qaeda umbrella is a Cell or Splinter Cell.

Holy Wars: United States, Israel, “infidel governments” (varies- includes Egypt, Saudi Arabia, all secular governments, and all pro-Western governments).

Operatives: Global.

Size: Large (but see below).

Home Base: Afghanistan.

Cells: Africa, Britain, Saudi Arabia, United States.

Financial Resources: +40 (virtually unlimited resources; large internal support from leader Usama Bin Laden, as well as extensive external support).

Alex Bancayao Brigade

Formed in the mid-1980’s, the ABB performs acts of terror and assassination on behalf of the Manila Communist party, dedicated to turning the Philippines into a communist country.

ABB has been credited with more than 100 murders, including the death of American Army Colonel James Rowe in 1989. In the mid 90’s Philippine law enforcement successfully engaged in several successful raids on the organization, killing and imprisoning many key members. Although thought destroyed by these raids, a subsequent assassination of a high-ranking Philippine official shows the group, though seriously weakened, still maintains the ability to strike.

Holy Wars: Philippine Government, United States.

Operatives: Manila.

Size: Small.

Home Base: Manila.

Cells: None.

Financial Resources: +10 (small group that has recently taken serious blows due to clashes with law enforcement; some outside assistance from the Revolutionary Proletariat Party).

Armed Islamic Group

An extremely violent group which seeks to replace the Algerian government with an Islamic religious state. Terrorist activities began in the early 90’s when the Islamic Salvation Front (FIS), Algeria’s largest Islamic political party won seats in the first round of a legislative election, and the government voided the results of that election (whether because the election results were tainted or because the government simply wanted to keep the FIS out of power is a subject of some debate).

GIA engages in frequent attacks against foreigners, particularly journalists and businessmen. GIA also conducts particularly bloody attacks against villages who disagree with their views, and has massacred entire villages in successive terror campaigns. Also uses car bombs, and is known for kidnapping victims and slitting their throats.

The GIA hijacked an Air France flight to Algiers in 1994, and is suspected of a series of bombings in France in 1995.

The GIA has an estimated several thousand members, and receives support from Algerian nationals living in

Western Europe. GIA also receives support from Sudan and Iran. Algeria has severed all diplomatic relations with Iran as a result of their support of the GIA.

Holy Wars: Algerian Government, United States.

Operatives: Africa, Iran, Sudan, Western Europe.

Size: Medium.

Home Base: Algeria.

Cells: France.

Financial Resources: +20 (medium organization supported by Algerian expatriates in Western Europe, as well as receiving support from Iran and Sudan).

Aum Supreme Truth

A cult established in 1987, Aum was at one time a legal, legitimate religion under Japanese law and ran candidates for Parliamentary election in 1989. The cult believes that "Armageddon" is near, and will be caused when the United States attacks Japan, starting World War III.

In the late 80's the group began its first terrorist activities, targeting rival cult leaders and reporters critical of the group. When the group's Parliamentary bids proved unsuccessful, the organization became increasingly radical, and attacks moved from those who opposed the cult directly to Japanese and American authorities.

In 1995 the group's religious recognition was revoked, but it was not outlawed. In March of that year, Aum operatives released Sarin nerve gas on the Tokyo subway, killing 12 and injuring 6,000. The organization also has attempted to use biological weapons without success.

Although the leader of Aum was arrested and has been charged with 17 counts of murder, the organization continues recruitment, and its website still promotes the group taking over Japan, anti-American sentiment, and the imminence of Armageddon.

Shortly before the subway attacks, Aum claimed to have 9,000 members in Japan, and 40,000 members worldwide. Its current membership is unknown, but estimated at 2,000 members.

However, reports indicate Aum now seeks nuclear and radiological materials, and the Japanese government is so convinced of the movement's continued danger to public safety that it has successfully expanded police powers to investigate the group.

Holy Wars: Japan, United States.

Operatives: Australia, Russia, Ukraine, Germany, Taiwan, Sri Lanka, United States.

Size: Large.

Home Base: Japan.

Cells: Unknown.

Financial Resources: +21 (large organization with legitimate businesses and many contributors).

Plot Hook: *The stuff of nightmares:* South Korean intelligence alerts PCs that Aum operatives have made contact with North Korean intelligence about purchasing

radiological materials suitable for the construction of a dirty bomb (a conventional bomb used to spread radiological materials, and thus spreading toxic radiation—not an atomic or nuclear weapon, but still capable of causing mass casualties by both the explosion itself and lingering radiation).

This adventure could be played out in several ways. First, the PCs could seek the materials en route from North Korea to Japan in a fast, well armed, speedboat flotilla. This would be an especially interesting mission for a SEAL/Special Boat Unit party. For PCs with a more investigative bent, the adventure could begin with the materials already in Tokyo, with Parliamentary elections underway, the PCs must coordinate with Tokyo police and track the group down before the bomb is constructed and detonated.

Basque Fatherland and Liberty

Formed in the 50's, ETA (Euzkadi Ta Askatasuna) is devoted to the formation of an independent Basque state, devoted to Marxist ideals from areas now part of Northern Spain and Southern France. ETA has engaged in bombings and assassination of Spanish judges, politicians, and military forces. The organization also engages in robberies and kidnappings to finance its operations.

In addition to ties with Nicaraguan and Cuban Marxist organizations, ETA also has ties with Libyan and Lebanese terrorist groups, as well as the IRA. Cuba has provided safe haven for ETA refugees seeking to escape Spanish and French authorities.

Holy Wars: Spain, France.

Operatives: Libya, Lebanon, Nicaragua, Cuba.

Size: Medium.

Home Base: Northern Spain/Southern France.

Cells: None.

Financial Resources: +16 (medium group with training support from Marxist/Communist countries worldwide, particularly Cuba).

Continuity Irish Republican Army

A very small group (estimated around 50 members) which broke away from Sinn Fein (the IRA's political arm) when peace was signed with Britain that continues the fight to unite Ireland and continues to attack British and Irish Protestant targets.

Engages in assassinations, bombings, kidnappings, and even the occasional attack on Protestant towns.

Holy Wars: Britain, Irish Protestants.

Operatives: Britain, Ireland.

Size: Small.

Home Base: Northern Ireland.

Cells: None.

Financial Resources: +15 (very small group, but with outside aid from extremist supporters in the United States).

Dev Sol (Revolutionary Left)

Egypt's largest militant group seeks to overthrow the Egyptian government and replace it with an Islamic state. Dev Sol also signed Usama Bin-Laden's fatwah calling for attacks against the United States, but claims it does not support Al-Qaeda.

Has engaged in attacks against Egyptian government officials, Coptic Christians, and moderate Muslims, as well as foreign tourists. Killed 58 foreign tourists in Luxor in 1998. Attempted to assassinate President Hosni Mubarak in Ethiopia in 1995.

Holy Wars: Egyptian Government, United States.

Operatives: Global.

Size: Medium.

Home Base: Egypt.

Cells: Britain, Afghanistan, Austria.

Financial Resources: +20 (Medium group with popular support in home country and external aid from terrorist groups such as Al-Qaeda and Iranian and Sudanese militants).

HAMAS (Islamic Resistance Movement)

Formed in 1987, HAMAS seeks to replace Israel with an Islamic state. HAMAS uses both terrorism, as well as peaceful political activity, such as running candidates in West Bank elections, in order to achieve its goals.

HAMAS engages in spectacular attacks, including suicide bombings, which target Israeli civilians, Palestinian collaborators with Israel, and rival Islamic groups. The number of "hard core" members of HAMAS (those willing to engage in terrorism) is unknown, but the organization's total membership likely exceeds ten thousand.

HAMAS receives extensive funding from Palestinians living abroad, Iran, and private donations from Saudi Arabia and other moderate Arab states. The organization also conducts fundraising and anti-Israeli propaganda campaigns in Europe and North America.

Recently, HAMAS has been a major roadblock to peace between Israel and Palestine, using carefully timed terrorist attacks to keep the tensions high between the two

forces.

Holy Wars: Israel.

Operatives: The Middle East.

Size: Large.

Home Base: Gaza Strip and the West Bank.

Cells: Israel, Jordan.

Financial Resources: +25 (large organization, extensive fund-raising efforts, both illicit, and openly through charities and mosques and political rallies).

Plot Hook (Gang War): The new Palestinian leadership has cracked down on terrorist attacks as part of the "roadmap for peace", and the result is a counterattack by HAMAS, Palestinian Islamic Jihad, and other militant groups that has thrown the West Bank and Gaza Strip into complete chaos. The new leadership, teetering on the brink of collapse, has asked the United States for assistance, with one condition: no Israeli Special Operations forces will enter Palestinian held lands; the authorities think all the militant factions would ignore their current differences with each other and the leadership, and concentrate their aggression on the Israelis, sparking a full-scale war.

The Israelis have agreed to allow use of their territory as a staging area for American special operations, but they warn if the current conflict goes on much longer, that they *will* intervene to prevent a massacre of Israeli civilians still living in settlements.

A long, dangerous series of adventures could result from this plot hook, with special operations forces first securing and evacuating Israeli citizens, and then going after the terrorists. This would be an excellent adventure to introduce a new terrorist mastermind, pulling the strings.

Harakat ul-Mujahidin (HUM)

Harakat ul-Mujahidin (HUM) is an Islamic terrorist group with operates in the Kashmir region of Pakistan and India. HUM is a signer of Bin Laden's 1998 Fatwah calling for attacks against the United States, and terrorist training camps in Afghanistan have been the subject of United States attacks. These attacks have led HUM to promise retribution against the United States.

HUM has been responsible for terrorist attacks against India, and numerous operations in the Kashmir region of India and Pakistan. The organization has also conducted kidnappings and murders of Western tourists.

Holy Wars: United States, India.

Operatives: Middle East.

Size: Medium.

Home Base: Kashmir region, Pakistan.

Cells: India.

Financial Resources: +20 (medium organization, supported externally by Saudi Arabian interests, and also provided aid by Al-Qaeda).

Hezbollah

Also known as Islamic Jihad, Islamic Jihad Organization, Revolutionary Justice Organization, Organization of the Oppressed on Earth, Islamic Jihad for the Liberation of Palestine, Organization of Right Against Wrong, Ansar Allah, Followers of the Prophet Muhammed.

Hezbollah is a Shiite Islamic terrorist group dedicated to the establishment of an Iranian-style Islamic government in Lebanon and the destruction of Israel. Hezbollah is also very anti-Western and anti-American in particular. The organization performs missions on behalf of Iranian supporters, but also has conducted independent operations in the past.

Hezbollah was responsible for the suicide truck bombing of the Beirut Marine Barracks in 1983, has taken American and Western hostages in Lebanon, and attacked the Israeli embassy in Argentina in 1992.

Holy Wars: Israel, United States.

Operatives: Middle East.

Size: Large.

Home Base: Lebanon.

Cells: United States, Canada, Western Europe (various countries), Israel, Gaza Strip and West Bank, Africa (various countries).

Financial Resources: +25 (state sponsored terrorist group, supported, trained, and directed by Iran; also receives extensive support from Syria).

Liberation Tigers of Tamil Elam

The Tamil Tigers (LTTE) seek an independent Tamil homeland in Sri Lanka, the small island southeast of India, connected to the Indian mainland by a narrow strip of land. They have massive external support among front organizations and Tamil communities in North America, as well as drug smuggling operations in Europe.

The Tigers engage in guerilla warfare with the governments of Sri Lanka and India, including terrorist tactics. Sri Lankan politicians and military leaders have been the targets of assassinations, and suicide bomb attacks have been carried out against both Sri Lankan President Ranasinghe Premadasa in 1993 and Indian Prime Minister Rajiv Gandhi in 1991. The Sri Lankan capitol of Colombo has also been the target of numerous bombings.

The Tigers control the north and eastern coast of Sri Lanka, particularly the Jaffna peninsula, where Tiger control is so complete that the movements of strangers are monitored at all times.

The Tigers have a policy of not attacking foreigners, thinking that to do so would cause a backlash against their



foreign front organizations' fundraising activities.

The Tigers armed membership is said to top 10,000.

Holy Wars: Sri Lanka, India.

Operatives: Global.

Size: Large.

Home Base: Jaffna, Northern Sri Lanka.

Cells: United States (fundraising only), Canada (fundraising only), Europe (drug smuggling/fundraising), Asia (fundraising), India (terrorism).

Financial Resources: +25 (massive external fundraising among Tamil communities worldwide, with dozens of front organizations raising capital).

Plot Hook (*The Hammer Falls*): A "shore leave" adventure, in which the PCs, employed as special operations forces, mercenaries, CIA, DEA etc. are vacationing in exotic Sri Lanka when the Tigers actually

succeed in toppling the government. Surrounded by chaos, the PCs would have to choose their course of action. Do they slip out of the country? Stay and make sure foreign tourists are safeguarded during the chaos? Or do they attempt to reverse the tide and cause the coup to fail.

Japanese Red Army

A communist terrorist group, JRA was formed in the 70's, with the stated intention of overthrowing the Japanese government, including elimination of the monarchy, and "fomenting world revolution". During the 70's, JRA conducted many spectacular terrorist attacks, including the massacre at Lod airport, Israel, in 1972. The group was also responsible for several hijackings of Japanese airplanes, and attempted to seize the American embassy in Kuala Lumpur.

In the 80's, the group was known to be organizing cells in Asian cities such as Manila and Singapore. In 1988, a JRA member was arrested on the New Jersey Turnpike with explosives. In 1995, a member was arrested in Romania and extradited to Japan.

It is believed that about eight members, including the group's leader and founder, remain at large.

Holy Wars: Japan, United States.

Operatives: Global.

Size: Small.

Home Base: Lebanon.

Cells: Manila, Singapore, United States.

Financial Resources: +15 (very small group, with backing from Syria, and possibly some covert support from legitimate Japanese political parties).

Kach and Kahane Chai

Kach was founded by radical American Rabbi Meir Kahane. After his assassination, his son Binyamin founded Kahane Chai, or "Kahane Lives". Anti-Arab and Palestinian group with the stated goal of restoring "Biblical" Israel. Was declared a terrorist group by the Israeli government in 1994 following an attack on a mosque by the group, and the release of anti-government statements by the group.

Most of the group's activities are criminal but non-violent: harassing and threatening West Bank Palestinians, threatening Arab and Israeli government officials. However, the group has claimed responsibility for several shootings of Palestinians in the West Bank in 1993, including three deaths, and seems to grow increasingly radical and violence-prone over time.

Kahane Chai is known to receive donations from sympathizers in Europe and America. The exact size of the group is unknown at the present time.

Holy Wars: Palestine, Arab governments, Israeli government.

Operatives: Israel and the West Bank.

Size: Small.

Home Base: Hebron, West Bank.

Cells: Unknown.

Financial Resources: +15 (small group supported by Jewish-American sympathizers).

Khmer Rouge

The Party of Democratic Kampuchea, a Maoist-style communist terrorist group attempting to impose "agrarian utopia" communism (sometimes called Mao-Style Communism) on Cambodia. During a four-year reign during the late 70's, Khmer Rouge killed 1.7 million people by torture, slave labor, execution, and starvation. Despite numerous efforts to bring the leaders of these atrocities to trial, currently only two Khmer Rouge members are awaiting trial, and none have been convicted.

Recent defections, beginning in 1996 and accelerating since then, have destroyed the Khmer Rouge as a viable insurgent organization capable of overthrowing the Cambodian government. However, the group still controls some areas of the countryside, and low-level attacks continue.

The group also attacks Cambodian and ethnic-Vietnamese villagers, and has killed foreigners traveling in rural areas.

Holy Wars: Cambodian Government.

Operatives: Cambodia.

Size: Small.

Home Base: Cambodia.

Cells: None.

Financial Resources: +10 (small group, self-supported through banditry).

Plot Hook (*The Extradition*): The United Nations has decided to try some of the old-guard Khmer Rouge leaders for war crimes/crimes against humanity. The United States is asked to help secure some captured leaders for transport to Geneva. Making it to the airport, being attacked several times along the way by die-hard supporters, should prove for an exciting adventure.

Or perhaps, the attackers are the family of the Khmer Rouge's victims, seeking a more satisfying brand of justice than that which would be handed down by a tribunal. GMs who enjoy evil moral quandaries can have the PCs' vehicle surrounded by victims of their charges, missing limbs and bearing horrible scars, and let the PCs decide if protecting some old men who don't even regret their sins is worth succeeding in their mission.

Kurdistan Workers' Party

A Marxist-Leninist communist group composed primarily of Kurds, founded in the mid-70's, they seek to establish an independent Kurdish state in Southeastern Turkey. In the '90s, they moved from a rural-insurgent group to an urban terrorist group.

Their primary operations include attacks on Turkish government officials and security forces. In 1993 and 1995, they attacked dozens of Turkish diplomatic facilities throughout Western Europe. The PKK has attempted to damage Turkey's tourist industry through attacks on hotels, and the kidnapping of foreign tourists.

Holy Wars: Turkish Government.

Operatives: Middle East, Europe.

Size: Large.

Home Base: Southeastern Turkey (near the Iraq border).

Cells: Iraq, Western Europe.

Financial Resources: +25 (large group, external support from many sympathizers in Western Europe, may also receive modest support from Iran- Syria and Iraq have provided support in the past).

Manuel Rodriguez Patriotic Front (FPMR)

Manuel Rodriguez Patriotic Front (FPMR) began as the armed wing of the Chilean Communist Party, which sought to turn Chile into a Soviet client state in the mid-80's. After a factional split, some of the organization decided to pursue legitimate means and became a political party, while the rest continued armed means of bringing about political change.

With only 50-100 members and little support, FPMR focuses on lightly guarded targets for terrorist attacks such as restaurants, U.S. businesses, and Mormon churches. Government counter-terrorism actions have been highly successful against this group.

At least one escaped FPMR member has been granted asylum in Switzerland, which has refused to extradite him.

Holy Wars: Chilean Government.

Operatives: South America, Switzerland.

Size: Small.

Home Base: Chile.

Cells: None.

Financial Resources: +10 (Small organization with no outside support).

National Liberation Army of Columbia

National Liberation Army of Columbia (also known as ELN or the Ejercito de Liberacion Nacional) is a pro-Cuban, anti-American guerilla group. The organization has engaged in ecoterrorism, attacking foreign oil pipelines and causing massive oil spills. They support themselves through kidnapping of foreign workers and extorting money from local coca and poppy farmers. They also attack government anti-drug forces that seek to restrict coca farming.

The National Liberation Army has close to 5,000 armed members, with little or no external support.

Holy Wars: United States, Columbian Government.

Operatives: Venezuela.

Size: Medium.

Home Base: Columbia-Venezuela border.

Cells: None.

Financial Resources: +16 (medium organization, self-supported through kidnapping and extortion).

National Liberation Army of Iran

Formed in the '60s to combat excessive Western influence in the Shah's regime, NLA's ideology is a dangerous mixture of Marxism and radical Islam. In its history the group has gone from conducting some of the most spectacular and famous anti-American attacks to attacks on the clerical regime that currently rules Iran.

In the '70s, the NLA attacked Americans working on defense projects in Tehran, and killed numerous civilians and military personnel. In 1979 it supported the takeover of the American embassy in Tehran.

However, in the '90s, the group began a campaign targeting not America, but the Iranian clerical regime. Although this campaign has stressed propaganda over violence, April of 1992 saw attacks on Iranian embassies in thirteen countries, demonstrating NLA's ability to conduct near-simultaneous global operations. Recent attacks include bombings and assassinations inside Iran.

Successful counter-terrorism operations in the '80s forced the NLA's leaders to flee Iran. Eventually these leaders settled in Iraq.

Holy Wars: Iranian Government, United States.

Operatives: Global.

Size: Large.

Home Base: Iran.

Cells: Iraq.

Financial Resources: +25 (Large organization, extensively supported through front organizations, charities, and expatriate Iranians).

Plot Hooks (*The enemy of my enemy*): The PCs, conducting special operations activities in Iraq, seeking terrorists and weapons of mass destruction, come upon a heavily fortified NLA compound, and seize it, capturing several leaders and dozens of soldiers.

In the wake of this exciting adventure, however, the PCs are given an offer by several NLA leaders. They know the time that an Abu-Nidal convoy (see the *Great Escape* plot hook included with that organization) is leaving for the Jordan border with a large amount of Sarin nerve gas, which they plan to barter to other terror groups for safe haven and passage to Libya (see the *Devil's Bargain* plot hook in the Al-Jihad organization).

Both the PCs and the NLA are enemies of Iran; will they trade the leaders' freedom in return for the information needed to aid the prevention of the sale of a weapon that would kill thousands?

New People's Army

Militant arm of the Communist Party of the Philippines, NPA is a Maoist-style, rural-based communist terrorist group devoted to overthrowing the Philippine government. The NPA has also developed an urban infrastructure capable of carrying out terrorist attacks in Manila and other large cities. The group also has elite assassination squads known as Sparrow Units (depending on how cinematic the campaign is, and how high level the PCs are, these Sparrow Units could be mid level Guerillas/Zealots all the way to high level Terrorists).

Factional infighting and a lack of money have weakened this group in recent years, though the group is still quite active, targeting corrupt politicians, Philippine security forces, and drug traffickers. The group also imposes "revolutionary taxes" (extortion) on businesses to supplement its waning funds.

Holy Wars: Philippine Government, United States.

Operatives: Philippines.

Size: Medium.

Home Base: Rural Philippines.

Cells: None.

Financial Resources: +15 (Medium group, largely self-supported through extortion).

Palestinian Islamic Jihad

Also PIJ-Shaqaqi Faction, PIJ-Shallah Faction, Islamic Jihad of Palestine, Islamic Jihad in Palestine, Abu Ghunaym Squad of the Hezbollah Bayt Al-Maqdis.

A loosely organized coalition of many groups (each name above is actually a separate faction that works

independently, but collectively comprise PIJ) formed in the Gaza Strip in the 70's. The PIJ's stated goal is the destruction of Israel and the creation of a Palestinian state in its place. The United States is an enemy of the PIJ because of its strong support for the state of Israel, and PIJ also opposes "Western" governments in the Middle East, such as Egypt, Saudi Arabia, and Jordan.

PIJ has conducted suicide bombings in Israel, the West Bank, and the Gaza Strip. Has threatened to attack United States interests in Jordan and elsewhere, but so far has not followed through on those threats.

Although the PIJ conducts most of its operations in the occupied territory, the group's base and largest concentration of support and followers are in Syria.

Holy Wars: Israel, United States, "infidel" Middle Eastern governments (such as Egypt and Saudi Arabia).

Operatives: Middle East.

Size: Medium.

Home Base: Syria.

Cells: West Bank, Gaza Strip, Israel.

Financial Resources: +20 (medium group, externally supported by Iran and Syria).

Revolutionary Armed Forces of Columbia

Revolutionary Armed Forces of Columbia (FARC) is the largest, best-trained, and best-equipped of Columbia's guerilla groups. It was formed in the '60s as a pro-Soviet, anti-American army attempting to establish a Soviet client state in Columbia.

FARC carries out frequent attacks against Colombian government, judicial, military, and economic targets, particularly the country's large oil pipelines. It also carries out kidnappings of foreigners as a way to raise funds. FARC also receives money from drug farmers and traffickers, providing protection from both government drug enforcement agencies, as well as other guerilla groups (such as the National Liberation Army of Columbia).

FARC's membership is estimated to exceed 10,000 armed members. It is believed, though undocumented, that the group has wide support among Columbia's rural population.

Holy Wars: United States, Colombian Government.

Operatives: South America.

Size: Large.

Home Base: Columbia.

Cells: Venezuela, Panama, Peru, Brazil, Ecuador.

Financial Resources: +25 (large organization, self-support through kidnapping and extortion, as well as external support from drug traffickers and growers for protection and raids against government drug enforcement attempts).

Revolutionary People's Liberation Party

This is a Marxist group, a splinter faction of Dev Sol that broke away after factional differences in ideology. They have extreme anti-American/anti-NATO views. They have conducted attacks against Turkish military and government officials, along with United States contractors and military personnel living and working in Turkey. The Revolutionary People's Liberation Party conducted rocket attack against United States consulate in Istanbul in 1992, and assassinated a prominent Turkish businessman in 1996.

This organization is self-supported through kidnapping, robbery, and extortion.

Holy Wars: United States, NATO, Turkish Government.

Operatives: Europe.

Size: Small.

Home Base: Turkey.

Cells: Europe, Egypt.

Financial Resources: +15 (Small group, self-supported).

Tupac Amaru Revolutionary Movement (MRTA)

Tupac Amaru Revolutionary Movement (MRTA) is a traditional Marxist-Leninist group dedicated to ridding Peru of "imperialist" influences and establish a Marxist-style communist regime in place of the current government. Recently, the organization has been thrown into disarray by effective government counter-terrorism efforts and a dwindling of support. Many die-hard members are currently incarcerated, further hindering MRTA's ability to recover from recent setbacks.

MRTA has conducted bombings, kidnappings, ambushes, and assassinations targeting government, security, and foreign interests; has also conducted numerous anti-American attacks and operations. In December 1996 the group seizes the Japanese Ambassador's residence during a diplomatic reception. Government forces eventually stormed the residence, freeing all but one hostage. This was the last operation undertaken by MRTA.

MRTA is believed to have less than 100 remaining members.

Holy Wars: Peruvian Government, United States.

Operatives: Peru.

Size: Small.

Home Base: Peru.

Cells: None.

Financial Resources: +10 (small group, with dwindling support, many members currently jailed).



Chapter 3:

Allies and Adversaries

*"I told you, I heard something."**

"You're always hearing things. It's your deal anyway."

Suddenly the window collapsed inward. The room descended into stunned silence for a moment, the two men looking dumbly at the small round object on the floor.

Suddenly, the men were on the ground.

"Grenade!"

The men covered their ears, waiting for the explosion, curled up into little balls in a vain attempt to protect themselves. From the hallway of the hotel room outside they heard the sounds of fighting.

In a moment, the men looked around, the object hadn't exploded. A huge bald man wearing a tank top, camo pants, and military boots was crouched on the table where the men had been playing cards. He smiled at them.

"What do you know? Damn thing was a dud. You guys better hurry up and surrender. The girls outside are much, much meaner than me."

<<<...>>>

The men turned around as the elevator door opened. They had been through this routine before. The hotel staff had been bribed to move everyone off this floor. And if someone came up here by mistake, they were "encouraged" to get off on the next floor. As always, one of them waited for the doors to open, face an impenetrable mask of intimidation.

When the door was only open a crack, a hand reached through and grabbed the Korean thug by his tie and smacked him against the still opening doors. He slumped to the ground, unconscious.

There was a moment of quiet disbelief in what had just happened. In the moment the doors opened all the way, and a second guard, who had been standing behind the first, dropped like a wet sack, as a blur seemed to come out of the elevator. Brianna crouched on top of the prone guard, and blew a kiss to the other two guards.

From the room the men were guarding a crash sounded, which caused one of the men to glance away from the woman crouching over his two companions. The fourth reached into his jacket for a pistol.

Eyes darkening, Brianna hissed, "Kimmy".

The tiny woman emerged from the elevator, and rolled forward, a series of bullets buried themselves in the wall over her head, never seeming to catch up to her. Suddenly a plaintive scream broke the odd quiet that had descended over the hallway. The man's hand, and the gun it held, was lying on the ground. He seemed dazed, unable to believe he had not felt the blade move through flesh and sinew and bone.

The man next to him, the lone remaining guard, finally stirred to action by the screams of his friend, reached for his gun, but a Sai pinned his hand to his chest, and before he could free it, Kimmy caught him square across the jaw with her Katana's sheath, and in a spray of blood and teeth, the last guard was on the ground.

Behind the two women, the elevator doors closed.

Brianna just shook her head. "Where did you learn this again?"

Kimmy frowned ever so slightly. "My father thinks he lives in Tokugawa Japan, what can I say."

The door to the hotel room opened up, and Max stepped through, carrying a bundle over one broad shoulder.

"He's drugged, and the street outside looks like the DMZ right now, so let's go."

They hit the stairs at a run.

**Translated from the Korean- your multilingual editor.*

This section provides the GM with some generic characters of various levels to assist in his campaign, giving him stock characters to use on the fly.

Demagogue

Demagogue, High Level; Level 10 (Charismatic 7, Demagogue 3): CR 10; HD 10d6+10; HP 45; Massive Damage 12; AP 0; Init +0; Spd 30 ft.; Defense 14, Touch 14, Flat-Footed 14 (+4 Class); Base Attack Bonus +4 (+3 melee +4 ranged); Attack not usually armed; SA Cult of Personality, Manifesto; AL one cause or group (related to Conviction); Occupation Religious (Decipher Script, Listen, Sense Motive); Wealth +6; SV Fort +6 Ref +5 Will +5; Str 8 Dex 10 Con 12 Int 14 Wis 11 Cha 15.

Skills: Diplomacy +15, Craft (Writing) +15, Gather Information +15, Knowledge (Current Events) +12, Knowledge (Theology) +15, Intimidate +15, Disguise +10, Bluff +8, Knowledge (Behavioral Sciences) +5, Sense Motive +5.

Talents and Feats: Charm, Favor, Captivate, Conviction, Enemy, Creative (Charismatic bonus feat), Renown (Charismatic bonus feat), Frightful Presence (Charismatic bonus feat), Psychological Warfare, Leadership, Enemy, Information Network.

Equipment/Possessions: Few personal possessions, mostly books and writing materials.

Role: This character is always seeking, through the written and spoken word, to keep his followers on the path of righteousness, including the merciless killing of those he considers Infidels. A core of highly loyal and well-armed bodyguards, including his cohort, will surround this character.

Demagogue, High Level; Level 13 (Charismatic 7, Demagogue 6): CR 13; HD 13d6+13; HP 58; Massive Damage 12; AP 0; Init +0; Spd 30 ft.; Defense 18, Touch 15, Flat-Footed 18 (+5 Class, +3 Equipment); Base Attack Bonus +6 (+5 melee +6 ranged); Attack not usually armed; SA Cult of Personality, Manifesto, Holy War +1; AL one cause or group (related to Conviction); Occupation Religious (Decipher Script, Listen, Sense Motive); Wealth +6; SV Fort +7 Ref +6 Will +7; Str 8 Dex 10 Con 12 Int 14 Wis 11 Cha 16.

Skills: Diplomacy +19, Craft (Writing) +18, Gather Information +19, Knowledge (Current Events) +12, Knowledge (Theology) +15, Intimidate +19, Disguise +11, Bluff +9, Knowledge (Behavioral Sciences) +5, Sense Motive +10, Listen +4.

Talents and Feats: Charm, Favor, Captivate, Conviction, Enemy, Creative (Charismatic bonus feat), Renown (Charismatic bonus feat), Frightful Presence (Charismatic bonus feat), Psychological Warfare, Leadership, Enemy, Information Network, Home Turf (Demagogue bonus feat), Enemy (Demagogue bonus feat), Armor Proficiency (Light).

Equipment/Possessions: Few personal possessions, mostly books and writing materials. Undercover vest.

Role: A highly influential character, with many followers and admirers, this character can send whole regions of the world into turmoil through his declarations of “war” against infidel groups.

Guerilla

Guerilla, Low Level; Level 2 (Strong Hero 2): CR 2; HD 2d8+2; HP 11; Massive Damage 13; AP 0; Init +1; Spd 30 ft.; Defense 13, Touch 13, Flat-Footed 12 (+2 Class, +1 Dexterity); Base Attack Bonus +2 (+4 melee +3 ranged); Attack 1d6 Melee (club), 1d6 Ranged (Molotov Cocktail); AL one cause or group (related to Conviction feat); Occupation Student (Computer Use, Research, Knowledge: Current Events); Wealth +0; SV Fort +3 Ref +1 Will +0; Str 14 Dex 12 Con 13 Int 10 Wis 11 Cha 8.

Skills: Knowledge (tactics) +4, Knowledge (current events) +4, Computer Use +3, Research +3, Repair +2.

Talents and Feats: Melee Smash 1, Simple Weapon Proficiency (from class), Conviction (one cause or group), Home Turf, Combat Martial Arts (bonus feat).

Equipment/Possessions: Molotov Cocktail (2); Club.

Role: A disaffected student. This character will rarely take up arms unless driven by desperation or a skillful orator or propagandist. Usually possesses a great deal of propaganda and information about his causes gleaned from internet research and other sources. Not dangerous to well-trained resistance except in great numbers.

Guerilla, Medium Level; Level 5 (Strong Hero 3, Guerilla 2): CR 5; HD 5d8 +10; HP 35; Massive Damage 14; AP 0; Init +1; Spd 30 ft.; Defense 17, Touch 15, Flat-Footed 16 (+4 Class, +1 Dexterity, +2 Equipment); Base Attack Bonus +4 (+6 melee +5 ranged); Attack: 1d4 Melee (knife), 2d8 Ranged (AK-47); SA: Guerilla Warfare (Home Turf +1); AL one cause or group (related to Conviction feat); Occupation Criminal (Disable Device, Hide); Wealth +0; SV Fort +4 Ref +3 Will +1; Str 14 Dex 12 Con 14 Int 10 Wis 11 Cha 8.

Skills: Knowledge (Current Events) +3, Knowledge (Tactics) +3, Climb +4, Disable Device +4, Hide +4, Craft (Structural) +3, Knowledge (Streetwise) +3, Demolitions +3.

Talents and Feats: Melee Smash 1, Extreme Effort 1, Personal Firearms Proficiency (from Occupation), Conviction (one cause or group), Home Turf, Combat Martial Arts (Strong Hero bonus), Advanced Firearms Proficiency, Armor Proficiency- Light (Guerilla bonus).

Equipment/Possessions: AK-47; 2 clips 7.62 mm ammunition; 2 Molotov Cocktails; Knife; Pull-Up Pouch Vest.

Role: A dedicated “soldier of the cause”, this character will fight for his group or cause when called upon, often through sabotage or (clumsily executed) bombings. When

not working for his cause, this character will support himself through criminal means, such as kidnapping, extortion, drug-running and other unsavory activities.

Guerilla, High Level (Guerilla Leader); Level 10 (Strong 3, Guerilla 7): CR 10; HD 10d8+20; HP 70; Massive Damage 14; AP 0; Init +1; Spd 30 ft.; Defense 20, Touch 18, Flat-Footed 19 (+7 Class, +1 Dexterity, +2 Equipment); Base Attack Bonus +8/+3 (+10/+5 melee +9/+4 ranged); Attack 2d8 Ranged (AK-47); SA Guerilla Warfare (Home Turf +1, Sneak Attack +2d6), Suicidal Attack; AL one cause, Active Duty (one guerilla or Paramilitary group); Occupation Military (Knowledge-Tactics, Navigate); Wealth +6; SV Fort +8, Ref +6, Will +4; Str 14, Dex 12, Con 14, Int 12, Wis 13, Cha 14.

Skills: Knowledge (Tactics) +14, Knowledge (Current Events) +4, Climb +5, Navigate +7, Jump +5, Craft (Structural) +4, Hide +6, Move Silently +6, Drive +7, Bluff +7.

Talents and Feats: Melee Smash, Improved Melee Smash, Personal Firearms (from Occupation), Conviction, Home Turf, Combat Reflexes (Strong Hero bonus), Advanced Firearms Proficiency, Armor Proficiency- Light (Guerilla bonus feat), Teamwork- Guerilla group (Guerilla bonus feat), Burst Fire (Guerilla bonus feat), Tactician, Leadership.

Equipment/Possessions: AK-47; 4 clips 7.62 ammunition; Pull-Up pouch vest; Beretta 93R; 2 Fragmentation grenades, 2 Smoke grenades.

Role: A dangerous opponent, a former mercenary turned guerilla leader, this character, leading his guerilla forces in well-trained surprise attacks, would be a thorn in the side of any government, and could cause a weak or unstable government to collapse.

Organizer

Organizer, High Level; Level 10 (Charismatic 7, Organizer 3): CR 10; HD 10d6+10; HP 45; Massive Damage 12; AP 0; Init +0; Spd 30 ft.; Defense 14, Touch 14, Flat-Footed 14 (+4 Class); Base Attack Bonus +4 (+3 melee +4 ranged); Attack not usually armed; SA Shadow Contact- Low Level; AL one cause or group (related to Conviction); Occupation Entrepreneur (Knowledge-Business); Wealth +25; SV Fort +6 Ref +5 Will +5; Str 8 Dex 10 Con 12 Int 14 Wis 11 Cha 15.

Skills: Diplomacy +15, Knowledge (Business) +11, Gather Information +15, Computer Use +7, Profession +10, Knowledge (Current Events) +12, Knowledge (Theology) +12, Intimidate +15, Disguise +10, Bluff +8.

Talents and Feats: Charm, Favor, Captivate, Conviction, Windfall x2, Dodge (Charismatic bonus feat), Windfall (Charismatic bonus feat), Trustworthy (Charismatic bonus feat), Leadership, Information Network.

Equipment/Possessions: Virtually anything, but not usually armed.

Role: The brains and money behind a group, the characters will have to work hard to get close to this character. Even if they do, they will find him flanked by veteran, well-armed and armored security, including his cohort.

Organizer, High Level; Level 13 (Charismatic 7, Organizer 6): CR 13; HD 13d6+13; HP 58; Massive Damage 12; AP 0; Init +0; Spd 30 ft.; Defense 19, Touch 16, Flat-Footed 19 (+6 Class, +3 Equipment); Base Attack Bonus +5 (+4 melee +5 ranged); Attack not usually armed; SA Wealth x3 (+9 Wealth, +6 Profession checks to gain Wealth; Shadow Contact- Low and Mid Level; AL one cause or group (related to Conviction); Occupation Entrepreneur (Knowledge-Business); Wealth +31; SV Fort +7 Ref +6 Will +7; Str 8 Dex 10 Con 12 Int 14 Wis 11 Cha 16.

Skills: Diplomacy +19, Knowledge (Business) +11, Gather Information +19, Computer Use +7, Profession +16 (+26 to gain Wealth), Knowledge (Current Events) +12, Knowledge (Theology) +12, Intimidate +16, Disguise +11, Bluff +18.

Talents and Feats: Charm, Favor, Captivate, Conviction, Windfall x2, Dodge (Charismatic bonus feat), Windfall x2 (Charismatic and Organizer bonus feats), Trustworthy (Charismatic bonus feat), Leadership, Information Network, Armor Proficiency (Light).

Equipment/Possessions: Virtually anything, but not usually armed. Undercover vest.

Role: With such wealth behind it, a terrorist group becomes much more dangerous. This character, despite the fact that he has likely never touched a gun, is responsible for the deaths of countless innocents.

Organizer, Extreme Level; Level 17 (Charismatic 7, Organizer 10): CR 17; HD 17d6+17; HP 76; Massive Damage 12; AP 0; Init +0; Spd 30 ft.; Defense 23, Touch 19, Flat-Footed 23 (+9 Class, +4 Equipment); Base Attack Bonus +7 (+6 melee +7 ranged); Attack not usually armed; SA Wealth x4 (+12 Wealth, +8 Profession checks to gain Wealth; Shadow Contact- Low, Mid and High Level, Small Bills, Untraceable; AL one cause or group (related to Conviction); Occupation Entrepreneur (Knowledge-Business); Wealth +38; SV Fort +8 Ref +7 Will +9; Str 8 Dex 10 Con 12 Int 14 Wis 11 Cha 17.

Skills: Diplomacy +23, Knowledge (Business) +11, Gather Information +23, Computer Use +7, Profession +20 (+32 to gain Wealth), Knowledge (Current Events) +12, Knowledge (Theology) +12, Intimidate +23, Disguise +15, Bluff +23.

Talents and Feats: Charm, Favor, Captivate, Conviction, Windfall x2, Dodge (Charismatic bonus feat), Windfall x2 (Charismatic and Organizer bonus feats), Trustworthy (Charismatic bonus feat), Leadership, Information Network, Armor Proficiency (Light), Armor

Proficiency (Medium).

Equipment/Possessions: Virtually anything, but not usually armed. Concealable vest.

Role: One of the richest men in the world, this character spends his vast personal fortune to pursue what he sees as his “just cause”. Perhaps the character simply seeks to set himself up as a king.

Terrorist

Terrorist, High Level; Level 13 (Tough 3, Zealot 7, Terrorist 3): CR 13; HD 6d10, 7d8 +32 (+26 Con, +3 Robust, +3 Toughness); HP 97; Massive Damage 15; AP 0; Init +2; Spd 30 ft.; Defense 20, Touch 18, Flat-Footed 18 (+9 Class, +2 Dexterity, +2 Equipment); Base Attack Bonus +10/+5 (+11/+6 melee +12/+7 ranged); Attack 2d4 Ranged (Walther PPK), 1d6 Melee (Club); SA Fanaticism (+3 additional Enemy bonus to attack and skill checks- usually divided between Enemy feats), Suicidal attack, Hatred, Sneak Attack +1d6; AL one group or cause; Occupation Military (Demolitions, Drive); Wealth +2; SV Fort +9, Ref +8, Will +5; Str 12 Dex 14 Con 15 Int 12 Wis 10 Cha 12.

Skills: Intimidate +10, Demolitions +9, Knowledge (Streetwise) +3, Drive +4, Hide +12, Move Silently +12, Disable Device +9, Gather Information +5, Disguise +7, Search +6, Survival +5.

Talents and Feats: Robust, Remain Conscious, Personal Firearms (from Occupation), Enemy, Conviction, Toughness (Tough Hero bonus feat), Teamwork (extremist faction), Drive-by Attack (Zealot bonus feat), Stealthy (Zealot bonus feat), Enemy (Zealot bonus feat), Cell, Antithesis, Armor Proficiency- Light (Terrorist bonus feat), Splinter Cell.

Equipment/Possessions: Semtex (2 lbs); Knife; Walther PPK; 2 clips .32 ammunition; AK-47; 2 clips 7.62mm ammunition; Pull-Up Pouch Vest; 2 Smoke grenades; 2 Fragmentation grenades.

Role: A carefully cultivated commodity, this character is greatly prized by the terror group he belongs to. Although he is willing (indeed eager) to die for his cause, the time and place of his death will be carefully orchestrated to be as spectacular as possible.

Terrorist, Extreme Level; Level 18 (Tough 3, Zealot 7, Terrorist 8): CR 18; HD 11d10, 7d8 +32 (+54 Con, +3 Robust, +3 Toughness); HP 156; Massive Damage 16; AP 0; Init +2; Spd 30 ft.; Defense 29, Touch 23, Flat-Footed 27 (+11 Class, +2 Dexterity, +6 Equipment); Base Attack Bonus +15/+10/+5 (+16/+11/+6 melee +17/+12/+7 ranged); Attack 2d4 Ranged (Walther PPK), 1d6 Melee (Club); SA Fanaticism (+4 additional Enemy bonus to attack and skill checks- usually divided between Enemy feats), Improved Suicidal attack, Hatred, Sneak Attack +3d6; AL one group or cause; Occupation Military (Demolitions, Drive); Wealth +2; SV Fort +13, Ref +11,

Will +6; Str 12 Dex 14 Con 16 Int 12 Wis 10 Cha 12.

Skills: Intimidate +10, Demolitions +9, Knowledge (Streetwise) +3, Drive +10, Hide +12, Move Silently +12, Disable Device +9, Gather Information +5, Disguise +10, Search +6, Survival +10, Pilot +10, Listen +8.

Talents and Feats: Robust, Remain Conscious, Personal Firearms (from Occupation), Enemy, Conviction, Toughness (Tough Hero bonus feat), Teamwork (extremist faction), Drive-by Attack (Zealot bonus feat), Stealthy (Zealot bonus feat), Enemy (Zealot bonus feat), Cell, Antithesis, Armor Proficiency- Light (Terrorist bonus feat), Splinter Cell, Improved Initiative (Terrorist bonus feat), Low Profile (Terrorist bonus feat), Armor Proficiency- Medium (Terrorist bonus feat), Aircraft Operation (Helicopters), Aircraft Operation (Heavy Aircraft).

Equipment/Possessions: Semtex (2 lbs); Knife; Walther PPK; 2 clips .32 ammunition; AK-47; 2 clips 7.62mm ammunition; Tactical Vest; 2 Smoke grenades; 2 Fragmentation grenades.

Role: A carefully cultivated commodity, this character is greatly prized by the terror group he belongs to. Although he is willing (indeed eager) to die for his cause, the time and place of his death will be carefully orchestrated to be as spectacular as possible.

Zealot

Zealot, Low Level; Level 2 (Tough 2): CR 2; HD 2d10+9 (+4 Con, +2 Robust, +3 Toughness); HP 19; Massive Damage 14; AP 0; Init +1; Spd 30 ft.; Defense 13, Touch 13, Flat-Footed 12 (+2 Class, +1 Dexterity); Base Attack Bonus +2 (+3 melee +3 ranged); Attack 1d6 Ranged (Molotov Cocktail) 1d6 Melee (Club); SA None; AL one group or cause; Occupation Military (Demolitions, Drive); Wealth +2; SV Fort +4, Ref +1, Will -1; Str 12 Dex 13 Con 14 Int 10 Wis 8 Cha 11.

Skills: Intimidate +3, Demolitions +3, Knowledge (Streetwise) +3, Drive +4, Survival +2.

Talents and Feats: Robust, Personal Firearms (from Occupation), Enemy, Conviction, Toughness (Tough Hero bonus feat).

Equipment/Possessions: Molotov Cocktail (2); Club.

Role: At the lower levels only the ferocity with which this character pursues his cause will distinguish him from the Guerilla. Where the low level Guerilla will seek a call to action, this character wants a confrontation. In such a confrontation, the Zealot's anger will carry him, making him very difficult to bring down (with 19 HP or more).

Zealot, Medium Level; Level 5 (Tough 3, Zealot 2): CR 5; HD 3d10, 2d8 +16 (+10 Con, +3 Robust, +3 Toughness); HP 41; Massive Damage 14; AP 0; Init +2; Spd 30 ft.; Defense 16, Touch 16, Flat-Footed 14 (+4 Class, +2 Dexterity); Base Attack Bonus +3 (+4 melee +5 ranged); Attack 2d4 Ranged (Walther PPK), 1d6

Melee (Club); SA Fanaticism (+1 additional Enemy bonus to attack and skill checks); AL one group or cause; Occupation Military (Demolitions, Drive); Wealth +2; SV Fort +4, Ref +3, Will +1; Str 12 Dex 14 Con 14 Int 10 Wis 8 Cha 11.

Skills: Intimidate +6, Demolitions +6, Knowledge (Streetwise) +3, Drive +4, Survival +2, Craft (Electronic) +3.

Talents and Feats: Robust, Remain Conscious, Personal Firearms (from Occupation), Enemy, Conviction, Toughness (Tough Hero bonus feat), Teamwork (extremist faction), Drive-by Attack (Zealot bonus feat).

Equipment/Possessions: Molotov Cocktail (2); Club; Walther PPK; 2 clips .32 ammunition.

Role: A very dangerous soldier, skilled in attacking from a vehicle (motorcycles being preferred for hit and run raids), this character is also growing increasingly skilled with demolitions, able to plant bombs made by others effectively, and even assist extremist bomb makers in the formation of simple triggers and fuses.

Zealot, High Level; Level 10 (Tough 3, Zealot 7): CR 10; HD 3d10, 7d8 +26 (+20 Con, +3 Robust, +3 Toughness); HP 74; Massive Damage 14; AP 0; Init +2; Spd 30 ft.; Defense 16, Touch 16, Flat-Footed 14 (+7 Class, +2 Dexterity); Base Attack Bonus +7/+2 (+8/+3 melee +9/+4 ranged); Attack 2d4 Ranged (Walther PPK), 1d6 Melee (Club); SA Fanaticism (+2 additional Enemy bonus to attack and skill checks), Suicidal attack, Hatred; AL one group or cause; Occupation Military (Demolitions, Drive); Wealth +2; SV Fort +6, Ref +5, Will +3; Str 12 Dex 14 Con 14 Int 12 Wis 10 Cha 12.

Skills: Intimidate +8, Demolitions +9, Knowledge (Streetwise) +3, Drive +4, Hide +12, Move Silently +12, Disable Device +9, Gather Information +5.

Talents and Feats: Robust, Remain Conscious, Personal Firearms (from Occupation), Enemy, Conviction, Toughness (Tough Hero bonus feat), Teamwork (extremist faction), Drive-by Attack (Zealot bonus feat), Stealthy (Zealot bonus feat), Enemy (Zealot bonus feat), Cell, Antithesis.

Equipment/Possessions: Molotov Cocktail (2); Club; Walther PPK; 2 clips .32 ammunition.

Role: This character has become a sophisticated shadow warrior, watching his enemies (of which he has several), and waiting for a sign of weakness, the time when his attack will do the most harm. This character is about to make his first step into the big time, and enter the Terrorist prestige class with his next level.

SWAT

SWAT Medium Level, Level 6 (Strong 5/SWAT 1): CR 6; HD 6d8+12; HP 43; Massive Damage 14; AP Varies; Init +1; Spd 30 ft.; Defense 21, Touch 15, Flat-Footed 20 (+4 Class, +1 Dexterity, +6 Equipment); BAB +5

(+5 melee +6 ranged); Attack 2d8 Ranged M-16A2, 1d4 Melee Knife; SA Extreme Effort, Melee Smash, Improved Melee Smash, Quick Response +1; AL Active Duty (Police Force); Occupation Law-Enforcement Diplomacy, Drive, Intimidate, Armor Proficiency (light); Wealth +4; SV Fort +6, Ref +3, Will +1; Str 11, Dex 13, Con 14, Int 12, Wis 10, Cha 10.

Skills: Climb +7, Hide +8, Intimidate +8, Knowledge (Tactics) +6, Diplomacy +6

Feats: Simple Weapon Proficiency (from class), Armor Proficiency (light) (from Occupation), Teamwork (Police), Personal Firearms Proficiency, Armor Proficiency (medium), Combat Martial Arts (from Class), Weapon Focus M-16 (from Class), Armor Proficiency (heavy)

Equipment/Possessions: M-16A2, 2 clips 5.56mm ammunition, 2 Tear Gas grenades, Gas Mask, Knife, Tactical Vest.

Role: A highly trained police tactical officer.

SWAT High Level, Level 10 (Strong 5/SWAT 5): CR 10; HD 10d8+20; HP 76; Massive Damage 14; AP Varies; Init +2; Spd 30 ft.; Defense 27, Touch 18, Flat-Footed 25 (+9 Class, +2 Dexterity, +6 Equipment); BAB +8/+3 (+8/+3 melee +10/+5 ranged); Attack 2d8 Ranged M-16A2, 1d4 Melee Knife; SA Extreme Effort, Melee Smash, Improved Melee Smash, Quick Response +2, Nonlethal Force, Reconnaissance; AL Active Duty (Police Force); Occupation Law-Enforcement Diplomacy, Drive, Intimidate, Armor Proficiency (light); Wealth +4; SV Fort +8, Ref +6, Will +2; Str 11, Dex 14, Con 14, Int 12, Wis 10, Cha 10.

Skills: Climb +7, Hide +9, Intimidate +13, Knowledge (Tactics) +13, Diplomacy +6, Drive +10, Move Silently +6.

Feats: Simple Weapon Proficiency (from class), Armor Proficiency (light) (from Occupation), Teamwork (Police), Personal Firearms Proficiency, Armor Proficiency (medium), Combat Martial Arts (from Class), Weapon Focus M-16 (from Class), Armor Proficiency (heavy), Point Blank Shot (from Class), Precise Shot.

Equipment/Possessions: M-16A2, 2 clips 5.56mm ammunition, 2 Tear Gas grenades, Gas Mask, Knife, Forced Entry unit.

Role: A tough customer, this character is the first in, taking down doors. To shield him from the increased danger of his role in the team, he wears heavier armor than most of his teammates.

SWAT Extreme Level, Level 15 (Strong 5/SWAT 10): CR 15; HD 15d8+30; HP 120; Massive Damage 14; AP Varies; Init +2; Spd 30 ft.; Defense 26, Touch 20, Flat-Footed 24 (+8 Class, +2 Dexterity, +6 Equipment); BAB +12/+7/+2 (+8/+3 melee +10/+5 ranged); Attack 2d8 Ranged M-16A2, 1d4 Melee Knife; SA Extreme Effort, Melee Smash, Improved Melee Smash, Quick Response +4, Nonlethal Force, Reconnaissance, Plan, Ambush; AL Active Duty (Police Force); Occupation

Law-Enforcement Diplomacy, Drive, Intimidate, Armor Proficiency (light); Wealth +4; SV Fort +10, Ref +8, Will +4; Str 12, Dex 14, Con 14, Int 12, Wis 10, Cha 10.

Skills: Climb +7, Hide +9, Intimidate +18, Knowledge (Tactics) +13, Diplomacy +18, Drive +20, Move Silently +6, Knowledge (Civics) +6.

Feats: Simple Weapon Proficiency (from class), Armor Proficiency (light) (from Occupation), Teamwork (Police), Personal Firearms Proficiency, Armor Proficiency (medium), Combat Martial Arts (from Class), Weapon Focus M-16 (from Class), Armor Proficiency (heavy), Point Blank Shot (from Class), Precise Shot, Alertness (from Class), Vehicle Expert, Force Stop.

Equipment/Possessions: M-16A2, 2 clips 5.56mm ammunition, 2 Tear Gas grenades, Gas Mask, Knife, Tactical Vest.

Role: A skilled leader and administrator, this character acts as a field supervisor. A skilled negotiator who has seen dozens of hostage negotiations, he is able to keep a hostage taker talking until a specialized negotiator comes in, at which time he will assume full control of the tactical team.

U.S. Secret Service

U.S. Secret Service High Level, Level 10 (Tough 3/Bodyguard 5/Secret Service 2): CR 10; HD 3d10 +9 (+6 Con, +3 Robust) 7d12+14; HP 103; Massive Damage 14; AP Varies; Init +5 (+1 Dexterity, +4 Improved Initiative); Spd 30 ft.; Defense 22, Touch 18, Flat-Footed 21 (+7 Class, +1 Dexterity, +4 Equipment); BAB +6/+1 (+6/+1 melee +7/+2 ranged); Attack 2d6 ranged Glock 17; SA Remain Conscious, Robust, Harm's Way, Combat Sense +1, Sudden Action, Improved Charge, Human Shield +1; AL Active Duty (Secret Service), Loyalty to Country; Occupation Law Enforcement: Drive, Knowledge (tactics), Listen, Armor Proficiency (light); Wealth +4; SV Fort +8, Ref +8, Will +2; Str 10, Dex 12, Con 14, Int 12, Wis 14, Cha 10.

Skills: Concentrate +6, Intimidate +6, Spot +8, Listen +8, Knowledge (tactics) +5, Sense Motive +8, Drive +8, Gather Information +6.

Feats: Simple Weapon Proficiency (from Class), Personal Firearms Proficiency, Combat Martial Arts, Alertness (from Class), Armor Proficiency (medium), Advanced Firearms (from Class), Teamwork (Secret Service), Improved Initiative.

Equipment/Possessions: Glock 17, 2 clips 9mm ammunition, radio, Concealable Vest.

Role: A dedicated agent, the first line of defense against an attack on our President.

U.S. Secret Service High Level, Level 13 (Tough 3/Bodyguard 5/Secret Service 5): CR 13; HD 3d10 +9 (+6 Con, +3 Robust) 10d12+20; HP 130; Massive Damage 15; AP Varies; Init +5 (+1 Dexterity, +4

Improved Initiative); Spd 30 ft.; Defense 24, Touch 20, Flat-Footed 23 (+9 Class, +1 Dexterity, +4 Equipment); BAB +8/+3 (+8/+3 melee +9/+4 ranged); Attack 2d6 ranged Glock 17; SA Remain Conscious, Robust, Harm's Way, Combat Sense +1, Sudden Action, Improved Charge, Human Shield +2, Sentinel, Defensive Position +1; AL Active Duty (Secret Service), Loyalty to Country; Occupation Law Enforcement: Drive, Knowledge (tactics), Listen, Armor Proficiency (light); Wealth +4; SV Fort +9, Ref +9, Will +3; Str 10, Dex 12, Con 15, Int 12, Wis 14, Cha 10.

Skills: Concentrate +8, Intimidate +6, Spot +12, Listen +12, Knowledge (tactics) +6, Sense Motive +12, Drive +9, Gather Information +12, Disguise +6.

Feats: Simple Weapon Proficiency (from Class), Personal Firearms Proficiency, Combat Martial Arts, Alertness (from Class), Armor Proficiency (medium), Advanced Firearms (from Class), Teamwork (Secret Service), Improved Initiative, Police Undercover Training.

Equipment/Possessions: Glock 17, 2 clips 9mm ammunition, radio, Concealable Vest.

Role: This agent will work crowds, and is often sent to sites before hand to assist the advance team in making sure it poses no danger to the First Family.

U.S. Secret Service Extreme Level, Level 18 (Tough 3/Bodyguard 5/Secret Service 10): CR 18; HD 3d10 +12 (+9 Con, +3 Robust) 15d12+45; HP 209; Massive Damage 16; AP Varies; Init +5 (+1 Dexterity, +4 Improved Initiative); Spd 30 ft.; Defense 27, Touch 23, Flat-Footed 26 (+12 Class, +1 Dexterity, +4 Equipment); BAB +12/+7/+2 (+12/+7/+2 melee +13/+8/+3 ranged); Attack 2d6 ranged Glock 17; SA Remain Conscious, Robust, Harm's Way, Combat Sense +1, Sudden Action, Improved Charge, Human Shield +3, Sentinel, Defensive Position +3, Counter Attack, Advance Warning; AL Active Duty (Secret Service), Loyalty to Country; Occupation Law Enforcement: Drive, Knowledge (tactics), Listen, Armor Proficiency (light); Wealth +4; SV Fort +13, Ref +12, Will +5; Str 10, Dex 12, Con 16, Int 12, Wis 14, Cha 10.

Skills: Concentrate +9, Intimidate +10, Spot +15, Listen +15, Knowledge (tactics) +6, Sense Motive +15, Drive +12, Gather Information +12, Disguise +10, Diplomacy +10.

Feats: Simple Weapon Proficiency (from Class), Personal Firearms Proficiency, Combat Martial Arts, Alertness (from Class), Armor Proficiency (medium), Advanced Firearms (from Class), Teamwork (Secret Service), Improved Initiative, Police Undercover Training, Deceptive (from Undercover Training), Advance Team, Weapon Focus (Glock 17).

Equipment/Possessions: Glock 17, 2 clips 9mm ammunition, radio, Concealable Vest.

Role: This agent will work crowds, and is often sent to sites before hand to assist the advance team in making sure it poses no danger to the First Family.

APPENDIX: FEATS

Feat Name	Prerequisite	Benefit
Cell	Allegiance to the parent organization	Investigate DC to find information about parent organization is more difficult
Home Turf		+1 to hit; +2 to Gather Information, Hide, Knowledge (streetwise, tactics), Navigate, Spot, and Survival, in your home territory
Information Network	Leadership	Followers gain +1 to Gather Information and Spot skill checks
Leadership	6 th Level +	You attract Cohorts and Followers
Police Combat Training	Combat Martial Arts	Considered armed with punching attacks; you do not provoke attacks of opportunity when making grapple or disarm checks; Diplomacy, Intimidate, Sense Motive become permanent class skills
Psychological Warfare		You make Intimidate skill checks for Psychological Warfare at no penalty
Sleeper	Low Profile	Bonuses to covert actions
Splinter Cell	Cell	Investigate DCs from the Cell feat become even more difficult
Police Training		
Beat Cop		Bonus feat: Home Turf; increase bonuses from Home Turf by +1
Bomb Squad		Bonus feat: Cautious; three of the following: Demolitions, Disable Device, Investigate, Knowledge (civics, technology), Search become permanent class skills
K-9		Bonus feat: Animal Affinity; Handle Animal, Intimidate, Knowledge (Civics), Spot become permanent class skills
Internal Affairs		Bonus feat: Interrogation; three of the following: Bluff, Diplomacy, Gather Information, Intimidate, Knowledge (Civics), Listen, Sense Motive, Spot become permanent class skills
Mounted Police		Bonus feat: Animal Affinity; Handle Animal, Intimidate, Knowledge (Civics), Ride become permanent class skills
Undercover		Bonus feat: Deceptive; three of the following: Bluff, Computer Use, Diplomacy, Disguise, Gather Information, Investigate, Knowledge (Civics), Sense Motive, Spot become permanent class skills
Elite Units		
Advance Team	Active Duty (U.S. Secret Service), Police Training- Undercover, Gather Information 8 Ranks, Sense Motive 8 Ranks	+1 to hit; +2 to Gather Information, Sense Motive, Spot, Listen, Knowledge (Tactics) skill checks
Counter Assault Team	Active Duty (U.S. Secret Service), Base Attack Bonus 6+, Weapon Focus, Sharpshooter, Target Acquisition	If an ally is attacked you gain +1 to hit; +2 to Spot, Listen, Search, Sense Motive skill checks for a limited time

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