

# Basic Character Classes (M2K)

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## Core Life Skills (1<sup>st</sup>/2<sup>nd</sup> World, 21<sup>st</sup> Century)

All characters growing up in the 1<sup>st</sup> or 2<sup>nd</sup> world will have the following on their skill list, regardless of class : **Computer** (Int), **Driving** (Dex), **Language**, **Swimming** (Str)

## Core Military Skills (21<sup>st</sup> Century)

All characters who have undergone basic training will have the following skills added to their class skill list : **First Aid** (Wis), **Knowledge (Military)** (Int), **Swimming** (Str)

## **Air Force Officer, Pilot (Modified DfA 3.5 Class - p8)**

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<b>3.5ed Skill List</b>	Bombardier (Int), Bluff (Cha), Computer (Int), Driving (Dex), First Aid (Wis), Intimidate (Cha), Knowledge (Military) (Int), Leadership (Cha), Navigation (Int), Piloting (Dex), Search (Int), Spot (Wis), & Swim (Str).
<b>Weapons &amp; Armour</b>	Simple Weapons, Firearms & Automatic Weapons
<b>Bonus Feats</b>	As Book
<b>Other</b>	The feats at 1 <sup>st</sup> level are : Rank, Wheeled Vehicle and either Aircraft : Fixed Wing <i>or</i> Aircraft : Rotary Wing (choose one)
<b>Multiclass</b>	As Air Force Officer.
<b>Contacts</b>	Specialist (Pilot), roll 1d10 for each, 7+ for foreign

## **Army Officer (Modified BotR 3.5 Class - p28)**

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<b>3.5ed Skill List</b>	Climb (Str), Computer (Int), Demolitions (Int), Diplomacy (Cha), Driving (Dex), First Aid (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Leadership (Cha), Knowledge (Military) (Int), Move Silently (Dex), Navigation (Int), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), & Swim (Str). ... plus any specialisation skills for that characters specialisation
<b>Weapons &amp; Armour</b>	Simple Weapons, Firearms, Automatic Weapons & Light Armour
<b>Bonus Feats</b>	As Book, minus Ambidexterity
<b>Other</b>	The character must take a specialisation, as per Grunt, add Wheeled Vehicle at first level.
<b>Multiclass</b>	Any from the same service branch (army or air force) except Chaplain, Doctor or Medic. If a non-Officer grade class is taken the officer does not get a promotion roll for that level.
<b>Contacts</b>	Military, roll 1d10 for each, 7+ for foreign

The following specialisations aren't covered by the Grunt class because there are separate character classes for them. Officers from one of these units use the officer class, with the specialisation below :

<b>Specialisation</b>	<b>Required Skill</b>	<b>Required Feat</b>
Officer, Intelligence	Decipher Script†, Gather Information†, Sense Motive	---
Officer, Military Police	Diplomacy, Gather Information†, Sense Motive	---
Officer, Ranger	Boat & Ship Piloting†, Climb, Swim	Parachute, Diving

† Skills marked thus are added to the class list for that specialisation only. Likewise Feats are added to the Bonus Feat list on p26.

## Chaplain or Priest (Modified Expert DMG 3.5 Class - p109)

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Civilian priests do not have the Rank or Light Armour feats as a bonus. Note Royal Navy Chaplains have the *Rank* of Chaplain, not a navy rank. CR -1.

<b>3.5ed Skill List*</b>	The characters list must include : Computer, Concentration, Diplomacy, Knowledge (Church History), Knowledge (Religion), Perform, Sense Motive. In addition the character may choose four other skills for his list. Navy also add Firefighting (Int).
<b>Weapons &amp; Armour Bonus Feats</b>	Light Armour only, no weapons. <b>Rank (Captain)</b> : As a PQO all chaplains start at this rank, although this is more of a courtesy rank than a command one. Kings/Queens Regulations states chaplains should be referred to as Padre, not Sir or by their rank. In games set before 2000 a Roman Catholic chaplain cannot be promoted above major. <b>Bonus Feats</b> : The chaplain gets bonus feats at 4 <sup>th</sup> , 8 <sup>th</sup> , 12 <sup>th</sup> , 16 <sup>th</sup> and 20 <sup>th</sup> levels. This is an open choice from any available non-weapon orientated feats.
<b>Other</b>	<b>Divine Gift</b> : At 1 <sup>st</sup> level chaplains add their Wisdom bonus, if any, to their saving throws as an additional bonus. <b>Languages</b> : At 1 <sup>st</sup> level the character starts with his native language plus one of the following at Rank 4 : Aramaic, Biblical Greek, Hebrew or Latin. The character gains a new language from this list at 2 <sup>nd</sup> , 6 <sup>th</sup> and 10 <sup>th</sup> levels. <b>Non-combatant &amp; Code of Conduct.</b>
<b>Multiclass</b>	An army chaplain may not multiclass into another basic military class. They may still take prestige classes if appropriate.
<b>Contacts (Chaplain)</b>	Ecclesiastical or Military, roll 1d10 for each, 7+ for foreign
<b>Contacts (Priest)</b>	Ecclesiastical or Business, roll 1d10 for each, 8+ for foreign

## Doctor (Modified Medic Class, 3.5 Rules - p30)

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CR -1.

<b>3.5ed Skill List</b>	Computer (Int), Concentration (Con), Diplomacy (Cha), Driving (Dex), Knowledge (Biology) (Int), Knowledge (Chemistry) (Int), Medicine ( <i>Any</i> ) (Wis), Perform (Oratory) (Cha), Profession (Doctor) (Wis), Sense Motive (Wis). Navy also add Firefighting (Int).
<b>Weapons &amp; Armour Feats</b>	Simple Weapons, Firearms, Automatic Weapons & Light Armour if military 1 <sup>st</sup> ) <b>Rank (Captain)</b> : As a PQO all doctors start at this rank (or equiv.). Civilian doctors get a bonus feat instead of this. 2 <sup>nd</sup> ) <b>Bonus Feat</b> – as medic. 4 <sup>th</sup> ) <b>Improved Healing</b> – Half level (rounded up) as a bonus to Medicine healing rates. 6 <sup>th</sup> ) <b>Unflappable</b> – as medic.
<b>Other</b>	<b>Red Cross</b> – as medic. <b>Medical Training</b> : Must specialise in a Medicine skill, eg. Combat, Physician, Pathology or Surgery. This skill must always be higher than other medicine skills. The characters specialist skill must have at least 4 ranks in it.
<b>Multiclass</b>	A military doctor may not multiclass into another basic military class. They may still take prestige classes if appropriate.
<b>Contacts</b>	Medical or Military, roll 1d10 for each, 6+ for foreign

## Medic (Modified BotR 3.5 Class - p31)

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<b>3.5ed Skill List</b>	Climb (Str), Computer (Int), Medicine (Combat) (Wis), Driving (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Search (Int), Spot (Wis), & Swim (Str).
<b>Weapons &amp; Armour</b>	Simple Weapons, Firearms, Automatic Weapons, Light Armour
<b>Bonus Feats</b>	As Book, minus Ambidexterity. In the Royal Navy medics get the Promotion feat (LET) as a bonus.
<b>Other</b>	At 1 <sup>st</sup> level the Medic has : Wheeled Vehicle, Battleground Healing & Red Cross. Modern medics are combatants.
<b>Multiclass</b>	As Grunt.
<b>Contacts</b>	Medical or Military, roll 1d10 for each, 8+ for foreign

## Scout (Modified BotR 3.5 Class - p33)

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In the modern British Army each infantry unit will have a Recce Platoon. Scouts tend to come from this unit.

<b>3.5ed Skill List</b>	Climb (Str), Disable Device (Int), Demolitions (Int), Driving (Dex), Entrench (Wis), Hide (Dex), First Aid (Wis), Intimidate (Cha), Jump (Str), Knowledge (Military) (Int), Listen (Wis), Move Silently (Dex), Navigation (Int), Observation & Assessment (Int), Open Lock (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str).
<b>Weapons &amp; Armour</b>	Simple Weapons, Firearms, Automatic Weapons, Light Armour
<b>Bonus Feats</b>	As Book, minus Ambidexterity
<b>Other</b>	Scouts get the <i>Wild Empathy</i> ability and the Wheeled Vehicle Feat at 1 <sup>st</sup> Level
<b>Multiclass</b>	As Grunt.
<b>Contacts</b>	Military, roll 1d10 for each, 8+ for foreign

## Ranger (Modified Scout, BotR 3.5 Class - p33)

Rangers have a long proud history in the US army – there isn't really an equivalent in the British Army. Their role is deep penetration into enemy territory. Unlike special forces, they function in regular company and battalion formations. Officers use the Army Officer class, but take the ranger specialisation.

**Requirements** : Although this is not a Prestige Class the character must have the following minimum ability scores – Dex 12+; Con 12+; Wis 12+

**Alignment** : Any

**Hit Die** : 1d8

**Multiclass** : As Grunt

**Skills** : Boat & Ship Piloting (Dex), Climb (Str), Disable Device (Int), Demolitions (Int), Driving (Dex), Entrench (Wis), First Aid (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (Military) (Int), Listen (Wis), Move Silently (Dex), Navigation (Int), Observation & Assessment (Int), Search (Int), Spot (Wis), Survival (Wis), Swim (Str).

**Skill Points at 1<sup>st</sup> Level** : (6 + Int Modifier) x4

**Skill Points at Each Additional Level** : 6 + Int Modifier

**Weapons & Armour** : Rangers are proficient with light armour, simple weapons, firearms and automatic weapons.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	+1	+2	+0	+0	Parachute, Diving, Wheeled Vehicle, Sneak Attack +1d6
2 <sup>nd</sup>	+2	+3	+0	+0	Track
3 <sup>rd</sup>	+3	+3	+1	+1	Pathfinder
4 <sup>th</sup>	+4	+4	+1	+1	Uncanny Dodge
5 <sup>th</sup>	+5	+4	+1	+1	Sneak Attack +2d6, Bonus Feat
6 <sup>th</sup>	+6/+1	+5	+2	+2	One with Nature
7 <sup>th</sup>	+7/+2	+5	+2	+2	
8 <sup>th</sup>	+8/+3	+6	+2	+2	Bonus Feat
9 <sup>th</sup>	+9/+4	+6	+3	+3	Sneak Attack +3d6,
10 <sup>th</sup>	+10/+5	+7	+3	+3	
11 <sup>th</sup>	+11/+6/+1	+7	+3	+3	Bonus Feat
12 <sup>th</sup>	+12/+7/+2	+8	+4	+4	
13 <sup>th</sup>	+13/+8/+3	+8	+4	+4	Sneak Attack +4d6,
14 <sup>th</sup>	+14/+9/+4	+9	+4	+4	Bonus Feat
15 <sup>th</sup>	+15/+10/+5	+9	+5	+5	
16 <sup>th</sup>	+16/+11/+6	+10	+5	+5	
17 <sup>th</sup>	+17/+12/+7	+10	+5	+5	Sneak Attack +5d6, Bonus Feat
18 <sup>th</sup>	+18/+13/+8	+11	+6	+6	
19 <sup>th</sup>	+19/+14/+9	+11	+6	+6	
20 <sup>th</sup>	+20/+15/+10/+5	+12	+6	+6	Bonus Feat

**Bonus Feat** : BotR p34, minus Ambidexterity

**Pathfinder & One with Nature** : BotR p35

**Contacts** : Military, roll 1d10 for each, 7+ for foreign

**Note** : Irish Rangers use the Army Special Forces Prestige Class.

## Grunt (Modified BotR 3.5 Class - p26)

<b>3.5ed Skill List</b>	Climb (Str), Demolitions (Int), Driving (Dex), Entrench (Wis), First Aid (Wis), Hide (Dex), Jump (Str), Knowledge (Military) (Int), Leadership (Cha), Listen (Wis), Mechanic (Vehicles) (Int), Move Silently (Dex), Navigation (Int), Search (Int), Spot (Wis), & Swim (Str).
<b>Weapons &amp; Armour</b>	Simple Weapons, Firearms, Automatic Weapons, Light Armour
<b>Bonus Feat at 1<sup>st</sup></b>	At 1 <sup>st</sup> level Grunts do not get a bonus feat, instead they have the Wheeled Vehicle Feat
<b>Bonus Feat List</b>	As Book, minus Ambidexterity
<b>Other</b>	The character must take a specialisation, see below
<b>Multiclass</b>	Any non-commissioned military class from the same branch (army or air force) excluding Medic.
<b>Contacts</b>	Military, roll 1d10 for each, 8+ for foreign

Specialisation	Required Skills (1 rank+)	Required Feat(s) & Stats
Air Force, Air Crew	Bombardier†	---
Air Force, Ground Crew	Mechanic (Aircraft)†, Mechanic (Electronics)†	---
Air Force, Regiment	Entrench	---
Artillery, Mounted	Handle Animal⊙, Ride⊙, Driving, Artillery†	(Tracked Vehicle)* <i>or</i> Gunnery
Artillery, Gun Driver	Driving	(Tracked Vehicle)*
Artillery, Gunner	Artillery†, Handle Animal⊙, Ride⊙	(Tracked Vehicle)* <i>or</i> Gunnery <i>or</i> Tactical Missile
Cavalry, Mounted	Handle Animal⊙, Ride⊙, Driving	Tracked Vehicle <i>or</i> Gunnery
Cavalry, Tank Driver	Driving	Tracked Vehicle
Cavalry, Tank Gunner	Mechanic (Warhead)†	Gunnery
Engineer, Civil	Knowledge (Engineering)†	(Tracked Vehicle)*
Engineer, EOD	Demolitions, Mechanic (Electronics), Mechanic (Warhead)	Heavy Armour
Engineer, Mechanic	Driving, Mechanic (Vehicles), Mechanic (Aircraft)†	(Tracked Vehicle)*
Infantry, Antitank Team	Entrench	Rocket Launcher <i>or</i> Tactical Missile
Infantry, Infantryman	Entrench	---
Infantry, Mechanised	Entrench, (Driving)	Mechanised Infantry, (Tracked Vehicle)*
Infantry, Mortar Crew	Entrench, Artillery†	Mortar
Infantry, Mountain	Climbing, Skiing†, Survival	---
Infantry, Paratrooper	Entrench	Parachute, Endurance, Str 12+, Con 14+
Logistics, General	Computer†, Driving	Wheeled Vehicle
Logistics, Ammo Tech	Mechanic (Gunsmith)†, Mechanic (Warhead)†	---
Signaller	Wireless Telegraphy†, Computer†, Mechanic (Electronics)†	---

- † Skills marked thus are added to the class list for that specialisation only. Likewise Feats are added to the Bonus Feat list on p26.
- ⊙ These are appropriate if the character is part of the Horse Artillery or Household Cavalry maintained by several European armies. If so, these skills are also added to the characters class list.

## Military Intelligence Operator (New Class, 3.5 Rules)

**Requirements** : Although this is not a Prestige Class the character must have the following minimum ability scores – Int : 12+; Cha : 12+

**Alignment** : Any

**Hit Die** : 1d6

**Multiclass** : As Grunt

**Skills** : The Intelligence Operator's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Climb (Str), Computer (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Driving (Dex), First Aid (Wis), Forgery (Dex), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Knowledge (Military) (Int), Listen (Wis), Move Silently (Dex), Observation & Assessment (Int), Open Lock (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Wireless Telegraphy (Int). Navy also add Firefighting (Int).

**Skill Points at 1<sup>st</sup> Level** : (6 + Int Modifier) x4

**Skill Points at Each Additional Level** : 6 + Int Modifier

**Weapons & Armour** : Intelligence Operators are proficient with light armour, simple weapons, firearms and automatic weapons.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	+1	+0	+0	+2	Analyse Documents, Promotion, Wheeled Vehicle
2 <sup>nd</sup>	+2	+0	+0	+3	Cover Identity
3 <sup>rd</sup>	+3	+1	+1	+3	Language
4 <sup>th</sup>	+4	+1	+1	+4	Bonus Feat
5 <sup>th</sup>	+5	+1	+1	+4	Additional Cover Identity
6 <sup>th</sup>	+6/+1	+2	+2	+5	Language
7 <sup>th</sup>	+7/+2	+2	+2	+5	
8 <sup>th</sup>	+8/+3	+2	+2	+6	Quick Change
9 <sup>th</sup>	+9/+4	+3	+3	+6	
10 <sup>th</sup>	+10/+5	+3	+3	+7	Improvement
11 <sup>th</sup>	+11/+6/+1	+3	+3	+7	
12 <sup>th</sup>	+12/+7/+2	+4	+4	+8	Improvement
13 <sup>th</sup>	+13/+8/+3	+4	+4	+8	
14 <sup>th</sup>	+14/+9/+4	+4	+4	+9	Improvement
15 <sup>th</sup>	+15/+10/+5	+5	+5	+9	
16 <sup>th</sup>	+16/+11/+6	+5	+5	+10	Improvement
17 <sup>th</sup>	+17/+12/+7	+5	+5	+10	
18 <sup>th</sup>	+18/+13/+8	+6	+6	+11	Improvement
19 <sup>th</sup>	+19/+14/+9	+6	+6	+11	
20 <sup>th</sup>	+20/+15/+10/+5	+6	+6	+12	Improvement

**Analyse Documents** : The Intelligence Operator has been trained to analyse documents, maps and wireless transcripts thoroughly. When looking at such documents the character has a +2 bonus to determine patterns (Decipher Script), spot forgeries (Forgery), detect subtext (Sense Motive) and locate hidden marks (Search).

**Promotion** : All Intelligence Operators who do not take the Rank Proficiency start with an automatic promotion. British Intelligence Operators start as Lance Corporals. Characters taking the Rank feat start one level higher. Thus a British Intelligence Operators starts as a Sergeant, not a Corporal.

**Cover Identity** : An Intelligence Operator has one specific cover identity . While operating in that identity, he gains a +4 circumstance bonus on Disguise checks and a +2 circumstance bonus on Bluff and Gather Information checks. An Intelligence Operator can add an additional cover identity to his repertoire at 5<sup>th</sup> and optionally thereafter (see Improvement Below). Should a Intelligence Operator wish to “retire” a cover identity and develop a new one, he must spend one week rigorously practicing subtle vocal intonations and body language before he earns the bonuses. Cover identities do not in themselves provide the Intelligence Operator with additional skills, proficiencies, or class features that others might expect of the professions pretended. Thus, an Intelligence Operator must be careful to choose identities that can withstand ordinary scrutiny.

**Language** : The Intelligence Operator is given intensive language training. The character may choose a new language. This language is at Rank 5 (does not cost skill points).

**Bonus Feat** : See the modified Grunt list.

**Quick Change** : By 8<sup>th</sup> level, an Intelligence Operator has become adept at quickly switching from one identity to another. He now can don a disguise in one-tenth the normal time (1d3 minutes) and don or remove armour in one-half the normal time.

**Improvement** : A character may either take a Bonus Feat, or an additional Language, or an Additional Cover Identity or an additional +1 to the bonus for his Analyse Document ability.

**Contacts** : Military or Intelligence, roll 1d10 for each, 6+ for foreign

## Military Policeman (New Class, 3.5 Rules)

**Requirements** : Although this is not a Prestige Class the character must have the following minimum ability scores – Int : 10+; Wis : 10+; Cha : 10+

**Alignment** : Any Lawful

**Hit Die** : 1d8

**Multiclass** : As Grunt

**Skills** : The Military Policeman's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Computer (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Driving (Dex), Forgery (Dex), Gather Information (Cha), First Aid (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (Military) (Int), Leadership (Cha), Listen (Wis), Mechanic (Int), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), and Use Rope (Dex). Navy also add Firefighting (Int).

**Skill Points at 1<sup>st</sup> Level** : (4 + Int Modifier) x4

**Skill Points at Each Additional Level** : 4 + Int Modifier

**Weapons & Armour** : Military Policemen are proficient with light armour, simple weapons, firearms and automatic weapons.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	+1	+2	+0	+0	Wheeled Vehicle, Combat Expertise, Promotion
2 <sup>nd</sup>	+2	+3	+0	+0	Bonus feat
3 <sup>rd</sup>	+3	+3	+1	+1	Police Training
4 <sup>th</sup>	+4	+4	+1	+1	Superior Disarm
5 <sup>th</sup>	+5	+4	+1	+1	Profile
6 <sup>th</sup>	+6/+1	+5	+2	+2	
7 <sup>th</sup>	+7/+2	+5	+2	+2	Subduing Strike
8 <sup>th</sup>	+8/+3	+6	+2	+2	
9 <sup>th</sup>	+9/+4	+6	+3	+3	<i>Discern Lies</i>
10 <sup>th</sup>	+10/+5	+7	+3	+3	Skill Synergy
11 <sup>th</sup>	+11/+6/+1	+7	+3	+3	
12 <sup>th</sup>	+12/+7/+2	+8	+4	+4	Improved Subdual
13 <sup>th</sup>	+13/+8/+3	+8	+4	+4	
14 <sup>th</sup>	+14/+9/+4	+9	+4	+4	Forensics
15 <sup>th</sup>	+15/+10/+5	+9	+5	+5	
16 <sup>th</sup>	+16/+11/+6	+10	+5	+5	Sense Secret Doors
17 <sup>th</sup>	+17/+12/+7	+10	+5	+5	
18 <sup>th</sup>	+18/+13/+8	+11	+6	+6	
19 <sup>th</sup>	+19/+14/+9	+11	+6	+6	Bonus feat
20 <sup>th</sup>	+20/+15/+10/+5	+12	+6	+6	

**Combat Expertise** : At 1<sup>st</sup> level, the character gains the *Combat Expertise* feat, regardless of his intelligence score.



**Promotion** : All Military Policemen who do not take the Rank Proficiency start with an automatic promotion. British Military Policemen start as Lance Corporals. Characters taking the Rank feat start one level higher. Thus a British Military Policeman starts as a Sergeant, not a Corporal.

**Bonus Feat** : As per the modified Grunt list on p26 of BotR.

**Police Training** : At 3<sup>rd</sup> level, the officer gains a +2 insight bonus on all Listen, Search, Sense Motive, and Spot checks.

**Superior Disarm** : At 4<sup>th</sup> level, the officer gains *Improved Unarmed Strike* feat with a +4 bonus on any attack roll made to disarm an opponent.

**Profile** : Also at 5<sup>th</sup> level, the officer may compose an image of someone accused of a crime. By making a successful Gather information check (DC 15) when talking with a witness to a crime, the officer can gain a roughly accurate mental picture of the perpetrator, even if the witness did not see him or her.

The character may if desired, try to commit this image to paper using the Craft (painting) skill . Either a verbal or a visual depiction grants a +2 insight bonus on any further Gather information checks made when dealing with witnesses to that crime or persons acquainted with the perpetrator.

**Subduing Strike** : At 7<sup>th</sup> level, the officer gains the *Subduing Strike* feat. This allows him to deal subdual damage with a weapon that deals normal damage without suffering a -4 penalty on the attack . This includes any bonuses such as Sneak Attack.

**Discern Lies** : At 9<sup>th</sup> level, the officer can produce an effect identical to that of a *Discern Lies* spell (PHB p221) cast by a sorcerer of his officer level . This ability is usable once per day

**Skill Synergy** : At 10<sup>th</sup> level, the officer may choose one of the following skill combinations : Bluff-Gather Information, Bluff-Diplomacy, Climb-Move Silently, Diplomacy-Gather Information, Disguise-Gather Information, Gather Information-Sense Motive, Hide-Move Silently, Listen Spot, Sense Motive-Spot, Spot-Disable Device, Spot-Open Lock, or Spot-Search. If he has at least 5 ranks in both of the selected skills, he gains a +2 synergy bonus on checks involving both.

**Improved Subdual** : At 12<sup>th</sup> level, the officer adds his intelligence bonus on the subdual damage he deals whenever he makes an attack that can cause subdual damage only.

**Forensics** : With a successful Search check (DC 20), an 14<sup>th</sup> level or higher officer can discern the cause of death of any corpse he examines. Given time, he may take 20 on this roll. Success indicates that he knows what killed the person, the size and approximate strength of any attacker responsible, and any other key information the DM wishes to impart .

**Sense Secret Doors** : A 16<sup>th</sup> level or higher an officer who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if he were actively looking for it. An elven officer gains a +2 insight bonus on any Search check made to find a secret or concealed door.

**Contacts** : Military or Law Enforcement, roll 1d10 for each, 7+ for foreign

## Reservist (New)

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<b>All</b>	All reservists have a civilian class. This is their primary class from which they draw their skills, feats, saves and attacks. In addition they have the following feats for free and skills added to their class lists. Rank is handled in the same way as regulars.	
<b>Officer, Navy</b>	Simple Weapons, Light Armour, Firearms, Automatic Weapons & Rank.	Firefighting (Int), Knowledge (Military) (Int), Leadership (Cha) & Navigation (Int), Plus Specialisations
<b>Sailor, Navy</b>	Simple Weapons, Light Armour, Firearms & Automatic Weapons	Boat & Ship Piloting (Dex), Firefighting (Int), Plus Specialisations
<b>Medic, Navy</b>	Light Armour, Red Cross, Simple Weapons, Light Armour, Firearms & Automatic Weapons, Rank (LH)	Firefighting (Int), Medicine (Combat) (Wis)
<b>Officer, Army</b>	Simple Weapons, Light Armour, Firearms, Automatic Weapons & Rank.	Knowledge (Military) (Int), Leadership (Cha) & Navigation (Int), Plus Specialisations
<b>Grunt, Army</b>	Simple Weapons, Light Armour, Firearms & Automatic Weapons	Entrench (Wis), Plus Specialisations
<b>Medic, Army</b>	Light Armour, Red Cross, Simple Weapons, Light Armour, Firearms & Automatic Weapons	Medicine (Combat) (Wis)

## **Aristocrat (Modified DMG 3.5 Class - p108)**

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These represent the titled ruling elite of the European nations or the wealthy elite families of the USA. CR -1.

<b>Skill Points</b>	1 <sup>st</sup> Level : (4 + Int) x4; 4 + Int Thereafter
<b>3.5ed Skill List</b>	Appraise (Int), Bluff (Cha), Computer (Int), Diplomacy (Cha), Disguise (Cha), Driving (Dex), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Listen (Wis), Perform (Cha), Ride (Dex), Sense Motive (Wis), Spot (Wis), Swim (Str), Survival (Wis).
<b>Weapons &amp; Armour</b>	Simple Weapons & Firearms
<b>Bonus Feats</b>	1 <sup>st</sup> : Wheeled Vehicle (Age 16)
<b>Other</b>	<b>Resources</b> : Aristocrats multiply their starting resources by six (unless using the resources attribute). <b>Title</b> : European Aristocrats may have a title, although this will normally be a secondary title for low level starting characters. <b>Rank</b> : Aristocrats who become officers receive a +3 to all promotion rolls. <b>Languages</b> : Aristocrats gain a free language (Rank 4) at 1 <sup>st</sup> Level. This does not cost skill points.
<b>Multiclass</b>	Chaplain, Doctor, Expert or Officer – others are allowed under exceptional circumstances.
<b>Contacts</b>	Wealthy or Government, roll 1d10 for each, 6+ for foreign

## **Commoner (Modified DMG 3.5 Class - p108)**

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These are the average people in the street. CR -1.

<b>Skill Points</b>	1 <sup>st</sup> Level : (2 + Int) x4; 2 + Int Thereafter
<b>3.5ed Skill List</b>	Climb (Str), Driving (Dex), Handle Animal (Cha), Jump (Str), Listen (Wis), Profession (Wis), Spot (Wis), Swim (Str), Use Rope (Dex).
<b>Weapons &amp; Armour</b>	Simple Weapons
<b>Bonus Feats</b>	1 <sup>st</sup> : Wheeled Vehicle
<b>Other</b>	N/A
<b>Multiclass</b>	Any except aristocrat or officer unless under exceptional circumstances.
<b>Contacts</b>	Business, roll 1d10 for each, 10+ for foreign

## **Expert (Modified DMG 3.5 Class - p109)**

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These are the professional classes (excluding Doctors and Priests). CR -1.

<b>Skill Points</b>	1 <sup>st</sup> Level : (6 + Int) x4; 6 + Int Thereafter
<b>3.5ed Skill List</b>	The expert can choose any ten skills to be class skills. Subject to the WMs discretion.
<b>Weapons &amp; Armour</b>	Simple Weapons
<b>Bonus Feats</b>	At 1 <sup>st</sup> Level the character gets the Skill Focus feat for free. This must be used in the Craft, Knowledge or Profession skill of their particular expertise.
<b>Other</b>	Experts who continue their field of study in the military (assuming they are allowed) gain a +5 bonus on their <u>first</u> promotion roll.
<b>Multiclass</b>	Any except aristocrat unless under exceptional circumstances. May become an officer depending on the experts specialisation.
<b>Contacts</b>	Specialist (as Appropriate), Government or Business, roll 1d10 for each, 7+ for foreign

## The Police Officer (Civilian)<sup>1</sup> (New Class, 3.5 rules)

**Requirements** : Although this is not a Prestige Class the character must have the following minimum ability scores – Int : 10+; Wis : 10+; Cha : 10+

**Alignment** : Any Lawful

**Hit Die** : 1d8

**Multiclass** : As commoner. The character may take a commissioned rank if he has been promoted to Inspector or above.

**Skills** : The Police Officer's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Computer (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Driving (Dex), Forgery (Dex), Gather Information (Cha), First Aid (Wis), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), and Use Rope (Dex).

**Skill Points at 1<sup>st</sup> Level** : (6 + Int Modifier) x4

**Skill Points at Each Additional Level** : 6 + Int Modifier

**Weapons & Armour** : Police Officer's are proficient with shields, simple weapons & firearms.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	+0	+0	+0	+2	Police Training, Combat Expertise, Wheeled Vehicle
2 <sup>nd</sup>	+1	+0	+0	+3	Bonus feat
3 <sup>rd</sup>	+2	+1	+1	+3	Cooperative Interrogation
4 <sup>th</sup>	+3	+1	+1	+4	Superior Disarm
5 <sup>th</sup>	+3	+1	+1	+4	Profile
6 <sup>th</sup>	+4	+2	+2	+5	
7 <sup>th</sup>	+5	+2	+2	+5	Subduing Strike
8 <sup>th</sup>	+6/+1	+2	+2	+6	
9 <sup>th</sup>	+6/+1	+3	+3	+6	<i>Discern Lies</i>
10 <sup>th</sup>	+7/+2	+3	+3	+7	Skill Synergy
11 <sup>th</sup>	+8/+3	+3	+3	+7	
12 <sup>th</sup>	+9/+4	+4	+4	+8	Improved Subdual
13 <sup>th</sup>	+9/+4	+4	+4	+8	
14 <sup>th</sup>	+10/+5	+4	+4	+9	Forensics
15 <sup>th</sup>	+11/+6/+1	+5	+5	+9	
16 <sup>th</sup>	+12/+7/+2	+5	+5	+10	Sense Secret Doors
17 <sup>th</sup>	+12/+7/+2	+5	+5	+10	
18 <sup>th</sup>	+13/+8/+3	+6	+6	+11	
19 <sup>th</sup>	+14/+9/+4	+6	+6	+11	Bonus feat
20 <sup>th</sup>	+15/+10/+5	+6	+6	+12	

Rank	Tmp DC	Act DC	Years Service	Army Equiv.
Constable	---	---	2	Private
Sergeant	15	15	5	Sergeant
Inspector	25	25	7	1 <sup>st</sup> Lt.
Chief Inspector	35	35	9	Captain
Superintendent	45	45	12	Major
Chief Superintendent	55	55	15	Lt. Col.

<sup>1</sup> Modified from the Watch Detective, 'Masters of the Wild'

**Rank & Promotion** : Temporary promotion rolls are made at the end of each level, actual rolls are made annually, as per the military. Constables must complete two years service before getting a promotion roll. Characters who take their first level as Aristocrat get +5 to all promotion rolls. A relevant Expert specialisation gives +5 to promotion rolls up to Inspector. The rank feat gives promotion to Sergeant after probation. Brave police officers can be awarded the King's Police Medal, requiring a total of 25+ to receive it. It grants +750xp & +6 to promotion rolls. Characters with previous military experience add half their military medal values when rolling for promotions.

**Police Training** : At 1<sup>st</sup> level, the officer gains a +2 insight bonus on all Listen, Search, Sense Motive, and Spot checks.

**Combat Expertise** : At 1<sup>st</sup> level, the character gains the *Combat Expertise* feat, regardless of his intelligence score.

**Cooperative Interrogation** : At 3<sup>rd</sup> level, when the officer succeeds in a Bluff check against someone, he automatically grants any one other person a +4 circumstance bonus on one Intimidate check against that same target for 1 round. When the officer succeeds in an Intimidate check, he can give a similar +4 circumstance bonus on someone else's Bluff check. (Two policemen can support each other with this manoeuvre for many rounds.)

**Superior Disarm** : At 4<sup>th</sup> level, the officer gains the *Improved Unarmed Strike* feat with a +4 bonus on any attack roll made to disarm an opponent.

**Profile** : Also at 5<sup>th</sup> level, the officer may compose an image of someone accused of a crime. By making a successful Gather information check (DC 15) when talking with a witness to a crime, the officer can gain a roughly accurate mental picture of the perpetrator, even if the witness did not see him or her.

The character may if desired, try to commit this image to paper using the Craft (painting) skill. Either a verbal or a visual depiction grants a +2 insight bonus on any further Gather information checks made when dealing with witnesses to that crime or persons acquainted with the perpetrator.

**Subduing Strike** : At 7<sup>th</sup> level, the officer gains the *Subduing Strike* feat. This allows him to deal subdual damage with a weapon that deals normal damage without suffering a -4 penalty on the attack. This includes any bonuses such as Sneak Attack.

**Discern Lies** : At 9<sup>th</sup> level, the officer can produce an effect identical to that of a *Discern Lies* spell (PHB p221) cast by a sorcerer of his officer level. This ability is usable once per day.

**Skill Synergy** : At 10<sup>th</sup> level, the officer may choose one of the following skill combinations : Bluff-Gather Information, Bluff-Diplomacy, Climb-Move Silently, Diplomacy-Gather Information, Disguise-Gather Information, Gather Information-Sense Motive, Hide-Move Silently, Listen Spot, Sense Motive-Spot, Spot-Disable Device, Spot-Open Lock, or Spot-Search. If he has at least 5 ranks in both of the selected skills, he gains a +2 synergy bonus on checks involving both.

**Improved Subdual** : At 12<sup>th</sup> level, the officer adds his intelligence bonus on the subdual damage he deals whenever he makes an attack that can cause subdual damage only.

**Forensics** : With a successful Search check (DC 20), an 14<sup>th</sup> level or higher officer can discern the cause of death of any corpse he examines. Given time, he may take 20 on this roll. Success indicates that he knows what killed the person, the size and approximate strength of any attacker responsible, and any other key information the DM wishes to impart.

**Sense Secret Doors** : A 16<sup>th</sup> level or higher an officer who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if he were actively looking for it. An officer gains a +2 insight bonus on any Search check made to find a secret or concealed door.

**Contacts** : Law Enforcement, roll 1d10 for each, 8+ for foreign

## Resistance Fighter / Terrorist (Modified BotR 3.5 Class - p30)

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<b>3.5ed Skill List</b>	Climb (Str), Bluff (Cha), Disable Device (Int), Disguise (Cha), Demolitions (Int), Driving (Dex), Escape Artist (Dex), Heal (Wis), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Spot (Wis), & Swim (Str)
<b>Weapons &amp; Armour</b>	Simple Weapons & Firearms
<b>Bonus Feats</b>	As Book
<b>Other</b>	At 1 <sup>st</sup> add : Wheeled Vehicle
<b>Multiclass</b>	As Commoner
<b>Contacts</b>	Criminal or Business, roll 1d10 for each, 8+ for foreign

## Warrior (Modified DMG 3.5 Class - p109)

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This is split into two really. The Wild Warrior is the desert nomad, the jungle indian or the African tribesman. They are not civilised like the expert and are used to living off the land. The Civilised Warrior is a gangster, a local bully, or a hired thug. CR -1.

<b>Skill Points</b>	1 <sup>st</sup> Level : (2 + Int) x4; 2 + Int Thereafter
<b>3.5ed Skill List</b>	<b>Civilised</b> : Climb (Str), Driving (Dex), First Aid (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Mechanic (Int), Move Silently (Dex), Profession (Wis), Spot (Wis), Swim (Str), Use Rope (Dex). <b>Wild</b> : Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Ride (Dex), Spot (Wis), Swim (Str), Survival (Wis), Use Rope (Dex).
<b>Weapons &amp; Armour</b>	<b>Civilised</b> : Simple Weapons & Firearms <b>Wild</b> : Simple & Martial Weapons
<b>Bonus Feats</b>	<b>Civilised</b> : At 1 <sup>st</sup> level the character gets the Wheeled Vehicle as a bonus. <b>Wild</b> : At 1 <sup>st</sup> level the character gets the Track feat as a bonus.
<b>Other</b>	N/A
<b>Multiclass</b>	As Commoner
<b>Contacts (Wild)</b>	Specialist (Tribal), roll 1d10, 10 for foreign
<b>Contacts (Criminal)</b>	Criminal or Law Enforcement, roll 1d10 for each, 10+ for foreign

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## **Marine Officer (Modified LotRD 3.5 Class - p22)**

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<b>Requirements</b>	Str 12+; Con 14+
<b>3.5ed Skill List</b>	Boat & Ship Piloting (Dex), Climb (Str), Computer (Int), Demolitions (Int), Diplomacy (Cha), Driving (Dex), First Aid (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (Military) (Int), Leadership (Cha), Move Silently (Dex), Navigation (Int), Observation & Assessment (Int), Profession (Wis), Search (Int), Sense Motive (Wis), Skiing (Dex), Spot (Wis), Swim (Str) & Use Rope (Dex). ... plus any specialisation skills for that characters specialisation
<b>Skill Points</b>	At 1 <sup>st</sup> Level : (6 + Int modifier) x 4 Subsequent Levels : 6 + Int Modifier
<b>Weapons &amp; Armour</b>	Simple Weapons, Firearms, Automatic Weapons & Light Armour
<b>Bonus Feats</b>	As Book, minus Ambidexterity. Marines must take the Endurance feat at 1 <sup>st</sup> level.
<b>Other</b>	The character must take a specialisation, as per the Marine Grunt.
<b>Multiclass</b>	Any Marine except Chaplain, Doctor or Medic. If a non-Officer grade class is taken the officer does not get a promotion roll for that level.
<b>Contacts</b>	Military, roll 1d10 for each, 7+ for foreign

## **Marine Grunt (Modified LotRD 3.5 Class - p19)**

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<b>Requirements</b>	Str 12+; Con 14+
<b>3.5ed Skill List</b>	Boat & Ship Piloting (Dex), Climb (Str), Craft (Int), Demolitions (Int), Driving (Dex), Entrench (Wis), First Aid (Wis), Hide (Dex), Jump (Str), Knowledge (Military) (Int), Leadership (Cha), Listen (Wis), Mechanic (Int), Move Silently (Dex), Navigation (Int), Observation & Assessment (Int), Search (Int), Skiing (Dex), Spot (Wis), Swim (Str) & Use Rope (Dex). ... plus any specialisation skills for that characters specialisation
<b>Skill Points</b>	At 1 <sup>st</sup> Level : (6 + Int modifier) x 4 Subsequent Levels : 6 + Int Modifier
<b>Weapons &amp; Armour</b>	Simple Weapons, Firearms, Automatic Weapons, Light Armour
<b>Bonus Feats</b>	As Book, minus Ambidexterity. Marines must take the Endurance feat at 1 <sup>st</sup> level.
<b>Other</b>	The character must take a specialisation from the following list : Artillery, Gun Driver; Artillery, Gunner; Cavalry, Tank Driver*; Cavalry, Tank Gunner*; Engineer, Civil; Engineer, Mechanic; Infantry, Antitank Team; Infantry, Infantryman; Infantry, Mechanised*; Infantry, Mortar Crew; Logistics, General; Logistics, Ammo Tech; Signaller. *Not UK marines, just US ones.
<b>Multiclass</b>	Marine Officer (if offered a commission).
<b>Contacts</b>	Military, roll 1d10 for each, 8+ for foreign

## **Navy Officer (Modified LotRD 3.5 Class - p25)**

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<b>3.5ed Skill List</b>	Boat & Ship Piloting (Dex), Computer (Int), Concentration (Con), Demolitions (Int), Diplomacy (Cha), Driving (Dex), Firefighting (Int), First Aid (Wis), Knowledge (Military) (Int), Leadership (Cha), Listen (Wis), Navigation (Int), Profession (Wis), Search (Int), Sense Motive (Wis), Sonar (Int), Spot (Wis), Swim (Str), Torpedo (Int), Use Rope (Dex), & Wireless Telegraphy (Int). ... plus any specialisation skills for that characters specialisation
<b>Weapons &amp; Armour</b>	Simple Weapons, Firearms, Automatic Weapons, Light Armour
<b>Bonus Feats</b>	As Book, minus Ambidexterity
<b>Other</b>	The character must take a specialisation, as per Sailor (or below)
<b>Multiclass</b>	Any Navy except Chaplain, Doctor or Medic. If a non-Officer grade class is taken the officer does not get a promotion roll for that level.
<b>Contacts</b>	Military, roll 1d10 for each, 7+ for foreign

<b>Specialisation</b>	<b>Required Skill</b>	<b>Required Feat</b>
Officer, Intelligence	Decipher Script†, Gather Information†, Sense Motive	---
Officer, Military Police	Diplomacy, Gather Information†, Sense Motive	---

## **Navy Officer, Engineer (Modified LotRD 3.5 Class - p25)**

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<b>3.5ed Skill List</b>	Boat & Ship Piloting (Dex), Concentration (Con), Computer (Int), Demolitions (Int), Diplomacy (Cha), Driving (Dex), Firefighting (Int), First Aid (Wis), Knowledge (Engineering) (Int), Knowledge (Military) (Int), Leadership (Cha), Listen (Wis), Navigation (Int), Profession (Wis), Search (Int), Sense Motive (Wis), Sonar (Int), Spot (Wis), Swim (Str), Use Rope (Dex), & Wireless Telegraphy (Int). <b>Spec (Mechanical)</b> : Mechanic, (Electronics) (Int), Mechanic (Ship) (Int). <b>Spec (Weapons)</b> : Artillery (Int), Mechanic (Warhead), Torpedo (Int).
<b>Weapons &amp; Armour</b>	Simple Weapons, Firearms, Automatic Weapons, Light Armour
<b>Bonus Feats</b>	As Book, minus Ambidexterity
<b>Multiclass</b>	Any Navy except Chaplain, Doctor or Medic. If a non-Officer grade class is taken the officer does not get a promotion roll for that level.
<b>Contacts</b>	Specialist (Engineer) or Military, roll 1d10 for each, 7+ for foreign

## **Navy Officer, Pilot (Modified LotRD 3.5 Class - p27)**

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<b>3.5ed Skill List</b>	Bombardier (Int), Bluff (Cha), Computer (Int), Driving (Dex), Firefighting (Int), First Aid (Wis), Intimidate (Cha), Knowledge (Military) (Int), Leadership (Cha), Navigation (Int), Piloting (Dex), Search (Int), Spot (Wis), & Swim (Str).
<b>Weapons &amp; Armour</b>	Simple Weapons, Firearms & Automatic Weapons
<b>Bonus Feats</b>	As Book, plus Sea Legs
<b>Other</b>	The feats at 1 <sup>st</sup> level are : Rank, Carrier Landing and either Aircraft : Fixed Wing <i>or</i> Aircraft : Rotary Wing (choose one)
<b>Multiclass</b>	As Naval Officer.
<b>Contacts</b>	Specialist (Pilot), roll 1d10 for each, 7+ for foreign

## Navy Medic (Modified LotRD 3.5 Class - p29)

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<b>3.5ed Skill List</b>	Boat & Ship Piloting (Dex), Climb (Str), Firefighting (Int), Medicine (Combat) (Wis), Driving (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Search (Int), Spot (Wis), & Swim (Str).
<b>Weapons &amp; Armour</b>	Simple Weapons, Firearms, Automatic Weapons, Light Armour
<b>Bonus Feats</b>	As Book, minus Ambidexterity, plus Sea Legs. In the Royal Navy they gain the Rank (Leading Medical Technician) feat.
<b>Other</b>	At 1 <sup>st</sup> level the Medic has : Wheeled Vehicle, Battleground Healing & Red Cross. Modern medics are combatants
<b>Multiclass</b>	As Marine Grunt.
<b>Contacts</b>	Medical or Military, roll 1d10 for each, 8+ for foreign

## Navy Sailor (Modified LotRD 3.5 Class - p16)

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<b>3.5ed Skill List</b>	Boat & Ship Piloting (Dex), Climb (Str), Craft (Int), Demolitions (Int), Driving (Dex), Firefighting (Int), First Aid (Wis), Jump (Str), Knowledge (Military) (Int), Leadership (Cha), Listen (Wis), Mechanic (Int), Navigation (Int), Search (Int), Sonar (Int), Spot (Wis), Swim (Str), Torpedo (Int), Use Rope (Dex) & Wireless Telegraphy (Int). ... plus any specialisation skills for that characters specialisation
<b>Weapons &amp; Armour</b>	Simple Weapons, Firearms, Automatic Weapons, Light Armour
<b>Bonus Feats</b>	As Book, minus Ambidexterity. Engineering Technician and Naval Air Technician both have the Promotion feat (LET)
<b>Other</b>	The character must take a specialisation
<b>Multiclass</b>	Only Officer, if the character has been offered a commission.
<b>Contacts</b>	Military, roll 1d10 for each, 8+ for foreign

Specialisation	Required Skills (1 rank+)	Required Feat
Weapon, Technician	Mechanic (Gunsmith), Mechanic (Warhead)	---
Engineering, Technician	Knowledge (Engineering)†, Mechanic (Ship), Mechanic (Vehicle & Small Boat)	---
Naval Air, Air Crew	Bombardier†	---
Naval Air, Technician	Mechanic (Aircraft), Mechanic (Electronics)	---
Logistics, General	Computer†	---
Seaman	Boat & Ship Piloting, Firefighting, Navigation	---
Diver	---	Diving
Bomb Disposal	Demolitions, Mechanic (Electronics), Mechanic (Warhead)	Heavy Armour
Communications	Wireless Telegraphy, Computer†, Mechanic (Electronics), Sonar	---
Warfare	Artillery†, Torpedo	Naval Gunnery
Submarine, Coxswain	Navigation	---
Submarine, Warfare	Torpedo	---

† Skills marked thus are added to the class list for that specialisation only. Likewise Feats are added to the Bonus Feat list on p26.



## Army Conscript / Militia / Irregular, Grunt (Modified Warrior, 3.5 DMG Rules)

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This is an NPC class which is used to represent the conscript armies, irregular troops and militia from around the world. They are generally poorly trained, and poorly motivated troops.

**Requirements** : None

**Alignment** : Any

**Hit Die** : 1d8

**Multiclass** : May multiclass into another military class as per the grunt – but only if they are transferring to a regular force.

**CR** -1.

**Skills** : Climb (Str), Demolitions (Int), Driving (Dex), Entrench (Wis), First Aid (Wis), Hide (Dex), Jump (Str), Knowledge (Military) (Int), Leadership (Cha), Listen (Wis), Mechanic (Vehicles) (Int), Move Silently (Dex), Navigation (Int), Search (Int), Spot (Wis), & Swim (Str).

**Skill Points at 1<sup>st</sup> Level** : (2 + Int Modifier) x4

**Skill Points at Each Additional Level** : 2 + Int Modifier

**Weapons & Armour** : Simple Weapons; Firearms; Automatic Weapons; Light Armour

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	+1	+2	+0	+0	
2 <sup>nd</sup>	+2	+3	+0	+0	
3 <sup>rd</sup>	+3	+3	+1	+1	
4 <sup>th</sup>	+4	+4	+1	+1	
5 <sup>th</sup>	+5	+4	+1	+1	
6 <sup>th</sup>	+6/+1	+5	+2	+2	
7 <sup>th</sup>	+7/+2	+5	+2	+2	
8 <sup>th</sup>	+8/+3	+6	+2	+2	
9 <sup>th</sup>	+9/+4	+6	+3	+3	
10 <sup>th</sup>	+10/+5	+7	+3	+3	

**Contacts** : Military, roll 1d10 for each, 8+ for foreign.

## Army Conscript / Militia / Irregular, Officer (Modified Warrior, 3.5 DMG Rules)

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This is an NPC class which is used to represent the officers of conscript armies, irregular troops and militia from around the world. They are generally poorly trained, and poorly motivated.

**Requirements** : None

**Alignment** : Any

**Hit Die** : 1d8

**Multiclass** : May multiclass into another military class as per the officer – but only if they are transferring to a regular force.

**CR** –1.

**Skills** : Climb (Str), Computer (Int), Demolitions (Int), Diplomacy (Cha), Driving (Dex), First Aid (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Leadership (Cha), Knowledge (Military) (Int), Move Silently (Dex), Navigation (Int), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), & Swim (Str).

**Skill Points at 1<sup>st</sup> Level** : (2 + Int Modifier) x4

**Skill Points at Each Additional Level** : 2 + Int Modifier

**Weapons & Armour** : Simple Weapons; Firearms; Automatic Weapons; Light Armour

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	+1	+0	+0	+2	Rank
2 <sup>nd</sup>	+2	+0	+0	+3	
3 <sup>rd</sup>	+3	+1	+1	+3	
4 <sup>th</sup>	+4	+1	+1	+4	
5 <sup>th</sup>	+5	+1	+1	+4	
6 <sup>th</sup>	+6/+1	+2	+2	+5	
7 <sup>th</sup>	+7/+2	+2	+2	+5	
8 <sup>th</sup>	+8/+3	+2	+2	+6	
9 <sup>th</sup>	+9/+4	+3	+3	+6	
10 <sup>th</sup>	+10/+5	+3	+3	+7	

**Bonus Feat** : As Army Officer.

**Rank** : Army Conscript / Militia / Irregular Officers start as a Lieutenant 2<sup>nd</sup> class and follow the same promotion rolls as per their regular counterparts.

**Contacts** : Military, roll 1d10 for each, 8+ for foreign.