

Prestige Classes

Prestige Classes & their Requirements

Class	Requirement	Units
Navy SF	BaB 5+; Str 12+; Dex 12+; Con 14+; Int 12+; Wis 14+; Automatic Weapons; Boat & Ship Piloting 5 Ranks; Hide 8 Ranks; Move Silently 8 Ranks; Swim 5 Ranks.	SBS, KSM, SEALs, Marine Raiders
Army SF	BaB 5+; Str 12+; Dex 12+; Con 14+; Int 12+; Wis 13+; Automatic Weapons; Endurance; Iron Will; Incoming!; Hide 5 Ranks; Move Silently 5 Ranks; Navigation 8 Ranks; Survival 8 Ranks.	SAS, Delta Force, KSK, Irish Rangers
Army SOF	BaB 5+; Con 14+; Wis 13+; Cha 14+; Automatic Weapons; Endurance; Bluff 3 Ranks; Navigation 5 Ranks; Survival 5 Ranks.	Green Berets, UK Rangers
Recce SF	BaB 5+; Con 14+; Wis 13+; Automatic Weapons; Endurance; Iron Will; Drive 5 Ranks; Navigation 2 Ranks; Survival 2 Ranks.	SRR
CT Police	BaB 3+; Dex 12+; Int 12+; Wis 12+; Firearms; Police Training or SF Class.	GSG9, SO19, SWAT, CIA RRT, DEA SRT
Sniper	BaB : 8+; Wis : 13+; Move Silently 8 Ranks; Hide 8 Ranks; Feats: Weapon Focus (some type of rifle), Point Blank Shot, Far Shot, eapon Specialization (some type of rifle)	Any Infantry, Marine, Ranger, Airborne or SF Unit
Fitter	Will Save: +2; Driving 4 ranks; Mechanic 4 ranks; Feats: Scavenge, Technically Adept, Tracked Vehicle Proficiency, Wheeled Vehicle Proficiency	Any engineering or logs unit
Native Guide	BaB : +4; Cha : 13+; Diplomacy: 4 Ranks; Leadership: 4 Ranks; Native Dialect 5/5; Feats: Gone Native; Other: The character must have spent a significant amount of time behind enemy lines and interacting with locals in their native cultural setting.	Any Intelligence, Ranger or SOF unit
Signaller	BaB : +4; Computer 3 ranks; Driving 1 rank; Mechanic (Electronics) 3 ranks; Wireless Telegraphy 5 ranks; Feats : Rank, Lay of the Land, Technically Adept, Wheeled Vehicle Proficiency	Any Signals Unit or Battalion Level Signals Platoon
Intelligence Agent	Int: 12+; Cha: 12+; Language: The character must know at least 1 language other than his native one. The character must have been recruited by the relevant Intelligence Organisation.	MI5, MI6, CIA, NSA, GRU, Mossad

Navy Special Forces (Modified Commando Prestige Class for 3.5, p115 BotR)

This class may be taken by officers or grunts. This represents the British SBS, German Kommando Spezialkräfte Marine (KSM), US Marine Raiders and US Navy SEALs.

Requirements	BaB 5+; Str 12+; Dex 12+; Con 14+; Int 12+; Wis 14+; Automatic Weapons; Boat & Ship Piloting 5 Ranks; Hide 8 Ranks; Move Silently 8 Ranks; Swim 5 Ranks.
Alignment	Any
Hit Dice	1d12
3.5ed Skill List	Artillery (Int), Bluff (Cha), Boat & Ship Piloting (Dex), Climb (Str), Concentration (Con), Craft (Int), Demolitions (Int), Disable Device (Int), Driving (Dex), Escape Artist (Dex), First Aid (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (Military) (Int), Leadership (Cha), Listen (Wis), Mechanic (Int), Move Silently (Dex), Navigation (Int), Observation & Assessment (Int), Search (Int), Skiing (Dex), Sleight of Hand (Dex), Spot (Wis), Survival (Wis), Swim (Str), Use Rope (Dex), Wireless Telegraphy (Int).
Skill Points	6 + Int Modifier
Weapons & Armour	Simple Weapons; Firearms; Automatic Weapons; Light Armour
Rank	Continue as per previous service. All troopers and officers who take this class suffer a -3 penalty on all promotion rolls until they leave the unit.
Other	N/a
Contacts	+2, Military or Intelligence, roll 1d10 for each, 6+ for foreign

Level	BaB	Fort	Ref	Will	Special
1 st	+1	+2	+0	+2	Diving (LofRD, p39), Elan (AK p24), Improved Unarmed Strike
2 nd	+2	+3	+0	+3	Parachute Proficiency (BotR p58)
3 rd	+3	+3	+1	+3	Sneak Attack +1d6
4 th	+4	+4	+1	+4	Improved Critical (Dagger)
5 th	+5	+4	+1	+4	Sneak Attack +2d6
6 th	+6	+5	+2	+5	Bonus Feat
7 th	+7	+5	+2	+5	Sneak Attack +3d6
8 th	+8	+6	+2	+6	Bonus Feat
9 th	+9	+6	+3	+6	Sneak Attack +4d6
10 th	+10	+7	+3	+7	Bonus Feat

Sneak Attack : If the character already has Sneak attack from a previous class the effects stack.

Bonus Feat : See BotR p118. Remove Ambidexterity as this isn't in 3.5.

Army Special Forces (New Prestige Class)

This class may be taken by officers or grunts. This represents the British SAS, US Delta Force, German Kommando Spezialkräfte (KSK) and Irish Ranger Wing.

Requirements	BaB 5+; Str 12+; Dex 12+; Con 14+; Int 12+; Wis 13+; Automatic Weapons; Endurance; Iron Will; Incoming!; Hide 5 Ranks; Move Silently 5 Ranks; Navigation 8 Ranks; Survival 8 Ranks.
Alignment	Any
Hit Dice	1d10
3.5ed Skill List	Artillery (Int), Bluff (Cha), Boat & Ship Piloting (Dex), Climb (Str), Concentration (Con), Demolitions (Int), Disable Device (Int), Driving (Dex), Escape Artist (Dex), First Aid (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (Military) (Int), Leadership(Cha), Listen (Wis), Mechanic (Int), Move Silently (Dex), Navigation (Int), Observation & Assessment (Int), Search (Int), Sleight of Hand (Dex), Spot (Wis), Survival (Wis), Swim (Str), Use Rope (Dex), Wireless Telegraphy (Int).
Skill Points	8 + Int Modifier
Weapons & Armour	Simple Weapons; Firearms; Automatic Weapons; Light Armour
Rank	Continue as per previous service. All troopers and officers who take this class suffer a -3 penalty on all promotion rolls until they leave the unit.
Other	N/a
Contacts	+2, Military or Intelligence, roll 1d10 for each, 6+ for foreign

Level	BaB	Fort	Ref	Will	Special
1 st	+1	+2	+0	+2	Elan (AK p24), Pathfinder (BotR p35), Parachute Proficiency (BotR p58)
2 nd	+2	+3	+0	+3	Sneak Attack +2d6 (PHB p50), Track (PHB p101)
3 rd	+3	+3	+1	+3	Evasion (PHB p48)
4 th	+4	+4	+1	+4	Uncanny Dodge (PHB p50)
5 th	+5	+4	+1	+4	Sneak Attack +4d6
6 th	+6	+5	+2	+5	Improved Critical (Dagger; PHB p95)
7 th	+7	+5	+2	+5	Improved Uncanny Dodge (PHB p50)
8 th	+8	+6	+2	+6	Crippling Strike (PHB p51)
9 th	+9	+6	+3	+6	Swift Tracker (PHB p48)
10 th	+10	+7	+3	+7	Camouflage (PHB p48)

Pathfinder : If the character already has Pathfinder from a previous class they get a +2 bonus to Survival checks when using this ability.

Sneak Attack : If the character already has Sneak attack from a previous class the effects stack.

Track : If the character already has this they get a +2 bonus to Tracking instead.

Uncanny Dodge : If the character already has Uncanny Dodge from a previous class then they get the *Improved Uncanny Dodge* early.

Army Special Operations Forces (New Prestige Class)

This class may be taken by officers or grunts. The US Green Berets and UK Rangers are Army Special Operations Forces. However, their remit developed very differently from the SAS, hence the US later developing Delta Force. Their role is predominantly working behind enemy lines in unconventional warfare, psychological warfare, guerrilla warfare and training. The Green Berets have been leading the way on this since the 1950s. The UK Ranger Regiment adopted this role from 2021.

Requirements	BaB 5+; Con 14+; Wis 13+; Cha 14+; Automatic Weapons; Endurance; Bluff 3 Ranks; Navigation 5 Ranks; Survival 5 Ranks.
Alignment	Any
Hit Dice	1d8
3.5ed Skill List	Bluff (Cha), Boat & Ship Piloting (Dex), Climb (Str), Concentration (Con), Diplomacy (Cha), Disguise (Cha), Driving (Dex), Escape Artist (Dex), First Aid (Wis), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (Military) (Int), Leadership (Cha), Listen (Wis), Mechanic (Int), Medicine (Combat) (Wis), Move Silently (Dex), Navigation (Int), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str), Use Rope (Dex), Wireless Telegraphy (Int).
Skill Points	8 + Int Modifier
Weapons & Armour	Simple Weapons; Firearms; Automatic Weapons; Light Armour
Rank	Continue as per previous service.
Other	N/a
Contacts	+2, Native, Military or Intelligence, roll 1d10 for each, 6+ for foreign

Level	BaB	Fort	Ref	Will	Special
1 st	+0	+2	+0	+2	Parachute Proficiency (BotR p58), Language Training
2 nd	+1	+3	+0	+3	Pathfinder (BotR p35), Influence (AK, p37)
3 rd	+2	+3	+1	+3	Evasion (PHB p48)
4 th	+3	+4	+1	+4	Uncanny Dodge (PHB p50)
5 th	+3	+4	+1	+4	Language Training
6 th	+4	+5	+2	+5	Inspire Loyalty
7 th	+5	+5	+2	+5	Improved Uncanny Dodge (PHB p50)
8 th	+6	+6	+2	+6	Inspire Loyalty +2
9 th	+6	+6	+3	+6	Swift Tracker (PHB p48)
10 th	+7	+7	+3	+7	Camouflage (PHB p48)

Pathfinder : If the character already has Pathfinder from a previous class they get a +2 bonus to Survival checks when using this ability.

Inspire Loyalty : The Green Beret can attempt to win the 'hearts & minds' of hostile or ambivalent locals behind enemy lines. To do this he must win them over by offering assistance in the form of medicine, food or practical help over a period of time. He then makes a Leadership check with a DC of 15+the number of people being influenced. If this succeeds the locals assist him on his mission. If he leads them into combat directly, they gain +1 to attack, save and damage. At 8th level this bonus increases to +2. If he fumbles the check they turn hostile.

Language Training : Learn a new language at Rank 5 (does not cost skill points).

Bonus Feat : As Army Grunt.

Covert Intuition : The character has become adept at noticing the sounds and sights of approaching enemy vehicles and aircraft. +3 to Spot and Listen for such movements.

Recognition Special Forces (New Prestige Class)

This class may be taken by officers or grunts. The British SRR are also a behind enemy lines unit, but their remit is different again. They were created to provide reconnaissance and surveillance, to free up the SAS and SBS for their primary roles.

Requirements	BaB 5+; Con 14+; Wis 13+; Automatic Weapons; Endurance; Iron Will; Drive 5 Ranks; Navigation 2 Ranks; Survival 2 Ranks.
Alignment	Any
Hit Dice	1d8
3.5ed Skill List	Bluff (Cha), Boat & Ship Piloting (Dex), Climb (Str), Concentration (Con), Disguise (Cha), Driving (Dex), Escape Artist (Dex), First Aid (Wis), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (Military) (Int), Leadership (Cha), Listen (Wis), Mechanic (Int), Move Silently (Dex), Navigation (Int), Observation & Assessment (Int), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), Use Rope (Dex), Wireless Telegraphy (Int).
Skill Points	8 + Int Modifier
Weapons & Armour	Simple Weapons; Firearms; Automatic Weapons; Light Armour
Rank	Continue as per previous service. All troopers and officers who take this class suffer a -3 penalty on all promotion rolls until they leave the unit.
Other	N/a
Contacts	+2, Military or Intelligence, roll 1d10 for each, 6+ for foreign

Level	BaB	Fort	Ref	Will	Special
1 st	+0	+2	+0	+2	Pathfinder (BotR p35), Parachute Proficiency (BotR p58)
2 nd	+1	+3	+0	+3	Track (PHB p101)
3 rd	+2	+3	+1	+3	Language Training
4 th	+3	+4	+1	+4	Bonus Feat
5 th	+3	+4	+1	+4	Covert Intuition
6 th	+4	+5	+2	+5	Swift Tracker (PHB p48)
7 th	+5	+5	+2	+5	Language Training
8 th	+6	+6	+2	+6	Bonus Feat
9 th	+6	+6	+3	+6	Camouflage (PHB p48)
10 th	+7	+7	+3	+7	

Pathfinder : If the character already has Pathfinder from a previous class they get a +2 bonus to Survival checks when using this ability.

Track : If the character already has this they get a +2 bonus to Tracking instead.

Language Training : Learn a new language.

Bonus Feat : Chosen from the list from p33 of AK – or others at the WMs discretion.

Covert Intuition : The character has become adept at noticing the sounds and sights of approaching enemy vehicles and aircraft. +3 to Spot and Listen for such movements.

Counter Terror Police (New Prestige Class)

This class is not a military class, but is taken by police officers, although former soldiers and military policemen may take it if they meet the requirement. Although the Germans have the KSK and KSM special forces, their counter terrorism role has been purely lodged with the police. GSG-9 was created to combat terrorist actions with direct action, and came about following Black September in 1972.

The equivalent of GSG-9 is the UK Met Police's SO-19 or US SWAT teams, CIA Rapid Response Team or DEA Special Response Team.

Requirements	BaB 3+; Dex 12+; Int 12+; Wis 12+; Firearms; Police Training or SF Class.
Alignment	Any lawful
Hit Dice	1d8
3.5ed Skill List	Bluff (Cha), Boat & Ship Piloting (Dex), Climb (Str), Concentration (Con), Computer (Int), Demolitions (Int), Diplomacy (Cha), Disable Device (Int), Driving (Dex), Escape Artist (Dex), First Aid (Wis), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (Military) (Int), Leadership(Cha), Listen (Wis), Mechanic (Int), Move Silently (Dex), Open Lock (Dex), Search (Int), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Use Rope (Dex), Wireless Telegraphy (Int).
Skill Points	6 + Int Modifier
Weapons & Armour	Simple Weapons; Firearms; Automatic Weapons; Light Armour
Rank	If the character is from a police background they continue with their police promotions as per normal. If they have come from the military they start at their military equivalent, minus three levels. For example, an army major would begin their police career as a sergeant.
Other	N/a
Contacts	+2, Law Enforcement, Military or Intelligence, roll 1d10 for each, 6+ for foreign

Level	BaB	Fort	Ref	Will	Special
1 st	+1	+0	+2	+0	Police Training, Combat Expertise
2 nd	+2	+0	+3	+0	Uncanny Dodge (PHB p50)
3 rd	+3	+1	+3	+1	Bonus Feat
4 th	+4	+1	+4	+1	
5 th	+5	+1	+4	+1	Sense Secret Doors
6 th	+6	+2	+5	+2	Bonus Feat
7 th	+7	+2	+5	+2	Improved Uncanny Dodge (PHB p50)
8 th	+8	+2	+6	+2	Crippling Strike (PHB p51)
9 th	+9	+3	+6	+3	
10 th	+10	+3	+7	+3	Bonus Feat

Police Training : At 1st level, the officer gains a +2 insight bonus on all Listen, Search, Sense Motive, and Spot checks. This stacks with any bonuses from previous classes.

Combat Expertise : At 1st level, the character gains the *Combat Expertise* feat, regardless of his intelligence score. If the character already has Combat Expertise then he may chose from *Improved Disarm* or *Improved Trip*.

Bonus Feat : Any relevant to police work or hostage rescue.

Sense Secret Doors : A 5th 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. This effect does not stack if the officer has it from a previous class.

Sniper (Modified Prestige Class for 3.5, p116 BotR)

This is primarily for grunts. Officers may select this class, but see below.

Requirements	BaB : 8+; Wis : 13+; Move Silently 8 Ranks; Hide 8 Ranks; Feats: Weapon Focus (some type of rifle), Point Blank Shot, Far Shot, eapon Specialization (some type of rifle)
Alignment	Any
Hit Dice	1d8
3.5ed Skill List	Climb (Str), Concentration (Con), Craft (Int), Demolitions (Int), Driving (Dex), First Aid (Wis), Hide (Dex), Jump (Str), Knowledge (Military) (Int), Leadership (Cha), Listen (Wis), Move Silently (Dex), Navigation (Int), Observation & Assessment (Int), Search (Int), Spot (Wis), Survival (Wis), Swim (Str).
Skill Points	4 + Int Modifier
Weapons & Armour	Simple Weapons; Firearms; Light Armour
Rank	Continue as per previous service. If an officer becomes a sniper they cease to promote whilst in this class.
Other	Remove Ambidexterity from the bonus feat list. Note the changes to the Marksman special ability in the House Rules.
Contacts	+2, Military, roll 1d10 for each, 8+ for foreign

Fitter (Modified Prestige Class for 3.5, p31 AK)

This is primarily for grunts. Officers may select this class, but see below.

Requirements	Will Save: +2; Driving 4 ranks; Mechanic 4 ranks; Feats: Scavenge, Technically Adept, Tracked Vehicle Proficiency, Wheeled Vehicle Proficiency
Alignment	Any
Hit Dice	1d10
3.5ed Skill List	Appraise (Int), Boat & Ship Piloting (Dex), Computer (Int), Demolitions (Int), Diplomacy (Cha), Disable Device (Int), Driving (Dex), Hide (Dex), Knowledge (Int), Listen (Wis), Mechanic (Int), Search (Int), Spot (Wis).
Skill Points	4 + Int Modifier
Weapons & Armour	Simple Weapons; Firearms; Automatic Weapons; Light Armour
Rank	Continue as per previous service. If an officer becomes a sniper they cease to promote whilst in this class.
Other	N/a
Contacts	+2, Military, roll 1d10 for each, 8+ for foreign

Native Guide (Modified Prestige Class for 3.5, p36 AK)

Requirements	BaB : +4; Cha : 13+; Diplomacy: 4 Ranks; Leadership: 4 Ranks; Native Dialect 5/5; Feats: Gone Native; Other: The character must have spent a significant amount of time behind enemy lines and interacting with locals in their native cultural setting.
Alignment	Any
Hit Dice	1d8
3.5ed Skill List	As Book but ... Remove Intuit Direction & Wilderness Lore. Add Survival (Wis).
Skill Points	4 + Int Modifier
Weapons & Armour	Simple Weapons; Firearms; Automatic Weapons; Light Armour
Rank	Continue as per previous service.
Other	N/a
Contacts	+2, Native or Intelligence, if the latter roll 1d10, 8+ for foreign

Signaller (Modified Prestige Class for 3.5, p37 AK)

This is primarily for grunts. Officers may select this class, but see below.

Requirements	BaB : +4; Computer 3 ranks; Driving 1 rank; Mechanic (Electronics) 3 ranks; Wireless Telegraphy 5 ranks; Feats : Rank, Lay of the Land, Technically Adept, Wheeled Vehicle Proficiency
Alignment	Any
Hit Dice	1d8
3.5ed Skill List	Climb (Str), Computer (Int), Concentration (Con), Decipher Script (Int), Disable Device (Int), Driving (Dex), Gather Information (Cha), Listen (Wis), Mechanic (Electronics) (Int), Navigation (Int), Observation and Assessment (Int), Search (Int), Sense Motive (Cha), Spot (Wis), Survival (Wis), Wireless Telegraphy (Int).
Skill Points	4 + Int Modifier
Weapons & Armour	Simple Weapons; Firearms; Automatic Weapons; Light Armour
Rank	Continue as per previous service.
Other	N/a
Contacts	+2, Military, roll 1d10 for each, 8+ for foreign

Intelligence Agent (Modified for 3.5, p123 BotR)

The Intelligence Agent is a front line employee of one of the national intelligence agencies, be it MI5, MI6, the CIA, NSA, GRU, Mossad or one of the any other organisations available. They will have had training in a previous class, and only move into this class after they have been selected by the organisation.

Requirements	Int: 12+; Cha: 12+; Language: The character must know at least 1 language other than her native one. The character must have been recruited by the relevant Intelligence Organisation.
Alignment	Any
Hit Dice	1d8
3.5ed Skill List	Appraise (Int), Bluff (Cha), Climb (Str), Computer (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Driving (Dex), Escape Artist (Dex), First Aid (Wis), Forgery (Dex), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Knowledge (Any Regular) (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).
Skill Points	8 + Int Modifier
Weapons & Armour	Simple Weapons; Firearms; Automatic Weapons
Rank	N/a
Other	N/a
Contacts	+3; Intelligence or Police, roll 1d10 for each, 6+ is foreign

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+0	+2	Sneak Attack +1d6, Analyse Documents
2 nd	+1	+0	+0	+3	Language, Garrote
3 rd	+2	+1	+1	+3	Cover Identity, License to Kill
4 th	+3	+1	+1	+4	Sneak Attack +2d6
5 th	+3	+1	+1	+4	Improvement
6 th	+4	+2	+2	+5	
7 th	+5	+2	+2	+5	Sneak Attack +3d6
8 th	+6	+2	+2	+6	Improvement
9 th	+6	+3	+3	+6	
10 th	+7	+3	+3	+7	Sneak Attack +4d6

Sneak Attack : Adds to the Sneak Attack bonus. This stacks with any bonuses from previous classes.

Analyse Documents : The Intelligence Agent 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). If the character already has this from another class, the effects stack.

Garrote : At 2nd level, the operative receives training in the use of the garrote, an exotic weapon. The operative may take Weapon Focus with this weapon, and upon achieving 6th level, they may take Weapon Specialization with the garrote.

Language : Add an additional language at Level 5.

Cover Identity : An Intelligence Agent 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 Agent can add an additional cover identity to his repertoire at 5th and optionally thereafter (see Improvement Below). Should a Intelligence Agent 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 Agent with additional skills, proficiencies, or class features that others might expect of the professions pretended. Thus, an Intelligence Agent must be careful to choose identities that can withstand ordinary scrutiny. If the character already has this class feature, they gain an additional Cover.

License to Kill : At 3rd level, Intelligence Agent operatives are given a license to kill. This license can only be used in the act of defeating a significant threat or to prevent the disclosure of Top Secret material. This license allows the operative to kill civilians and friendly military personnel in the course of their duties without legal repercussion. Any targets terminated under the power granted by this license must be reported to their organisations headquarters. All such instances are reviewed by command. Operatives found to have misused this license or who fail to report terminations may have the license revoked—permanently.

Improvement : A character may either take a Bonus Feat, or an additional Language (at Rank 5), or an Additional Cover Identity or an additional +1 to the bonus for his Analyse Document ability.

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Requirements

Alignment Any

Hit Dice

3.5ed Skill List

Skill Points * + Int Modifier

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

Rank Continue as per previous service.

Other

Contacts