

Basic Character Classes

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Navy Officer, Chaplain	2		<i>See Army Entry</i>	
Navy Officer, Doctor	3		<i>See Army Entry</i>	
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Air Force Officer, Pilot (Modified DfA 3.5 Class - p8)

3.5ed Skill List	As Book, plus Knowledge (Military) (In) & Navigation (Int)
Weapons & Armour	As Book
Bonus Feats	As Book
Other	As Book
Multiclass	As Air Force Officer.

Army Officer (Modified BotR 3.5 Class - p28)

3.5ed Skill List	As Book, plus Ride (Dex), Knowledge (Military) (Int) and Navigation (Int), plus any specialisation skills for that characters specialisation
Weapons & Armour	As Book
Bonus Feats	As Book, minus Ambidexterty
Other	The character must take a specialisation, as per Grunt
Multiclass	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.

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 :

Specialisation	Required Skill	Required Feat
Officer, Intelligence	Decipher Script†, Gather Information†, Sense Motive	---
Officer, Military Police	Knowledge (Military Law)†, Diplomacy, Sense Motive	---
Officer, Recce Corps	Spot, Survival†	Wheeled Vehicle*

- † Skills marked thus are added to the class list for that specialisation only. Likewise Feats are added to the Bonus Feat list on p26.
* If the unit is with an armoured regiment this should be replaced Tracked Vehicle. If the unit is still traditional cavalry then replace this with the ride skill. Airborne officers replace this with the Parachute feat.

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

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

3.5ed Skill List	The characters list must include : Concentration, Diplomacy, Knowledge (Church History), Knowledge (Religion), Perform, Sense Motive. In addition the character may choose four other skills for his list.
Weapons & Armour	Light Armour only, no weapons.
Bonus Feats	Rank (Captain) : As a PQO all chaplains start at this rank, although this is more of a courtesy rank than a command one. Kings Regulations states chaplains should be referred to as Padre, not Sir or by their rank. Bonus Feats : The chaplain gets bonus feats at 4 th , 8 th , 12 th , 16 th and 20 th levels. This is an open choice from any available non-weapon orientated feats.
Other	Divine Gift : At 1 st level chaplains add their Wisdom bonus, if any, to their saving throws as an additional bonus. Languages : At 1 st level the character starts with his native language plus one of the following : Aramaic, Biblical Greek, Hebrew or Latin. The character gains a new language from this list at 2 nd , 6 th and 10 th levels. Noncombatant & Code of Conduct.
Multiclass	An army chaplain may not multiclass into another basic military class. They may still take prestige classes if appropriate.

Doctor (Modified Medic Class, 3.5 Rules - p30)

3.5ed Skill List	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)
Weapons & Armour	Light Armour if military
Feats	1 st) Rank (Captain) : As a PQO all doctors start at this rank (or equiv.). Civilian doctors get a bonus feat instead of this. 2 nd) Bonus Feat – as medic. 4 th) Improved Healing – Half level (rounded up) as a bonus to Medicine healing rates. 6 th) Unflappable – as medic.
Other	Noncombatant & Red Cross – as medic. Medical Training : 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 atleast 4 ranks in it.
Multiclass	A military doctor may not multiclass into another basic military class. They may still take prestige classes if appropriate.

Grunt (Modified BotR 3.5 Class - p26)

3.5ed Skill List	As list on p26 plus Entrench (Wis; p20, Afrika Korpse), Knowledge (Military) (Int) & Navigation (Int)
Weapons & Armour	As Book
Bonus Feats	As Book, minus Ambidexterity
Other	The character must take a specialisation, see below
Multiclass	Any non-commissioned military class from the same branch (army or air force) excluding Medic.

Specialisation	Required Skill	Required Feat
Air Force, Air Crew	---	Automatic Weapons
Air Force, Ground Crew	Mechanic	---
Artillery, Gunner	Artillery, Handle Animal⊙, Ride⊙	Tracked <i>or</i> Wheeled Vehicle, Gunnery
Cavalry, Mounted	Handle Animal, Ride	---
Cavalry, Tank Driver	Driving	Tracked Vehicle
Cavalry, Tank Gunner	---	Gunnery or Flamethrower*
Engineer, Civil	Knowledge (Engineering)†	---
Engineer, EOD	Demolitions	Flamethrower*
Engineer, Mechanic	Mechanic	Wheeled Vehicle
Infantry, Antitank Team	Entrench◇	Rocket Launcher
Infantry, Infantryman	Entrench◇	---
Infantry, Machinegunner	Entrench◇	Automatic Weapons
Infantry, Mortar Crew	Entrench◇, Artillery	Forward Observer
Infantry, Paratrooper	---	Parachute
Logistics	---	Wheeled Vehicle
Signaller	Wireless Telegraphy◇†	---

† 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 skills are in the Afrika Korpse book on p20.

* Only US, Russian, German, Austrian & Japanese troops used portable flamethrowers. British troops used tank mounted versions.

⊙ These are appropriate if the character is part of the Horse Artillery maintained by several European armies. If so, these skills are also added to the characters class list.

Intelligence Operator (New Class, 3.5 Rules)

If the character is part of the British Military pre-WW1 then he is technically a Royal Engineer. Following this he is a member of the Field Security Wing (Green Cap) of the Corps of Military Police. From 1940 he is part of the Intelligence Corps.

Abilities : Intelligence and Charisma are probably the most useful abilities for an Intelligence Operator.

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), Decipher Script (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Driving (Dex), Forgery (Dex), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Knowledge (Military) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Wireless Telegraphy (Int).

Skill Points at 1st 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 and firearms.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+0	+2	Analyse Documents, Promotion
2 nd	+2	+0	+0	+3	Cover Identity
3 rd	+3	+1	+1	+3	Language
4 th	+4	+1	+1	+4	Bonus Feat
5 th	+5	+1	+1	+4	Additional Cover Identity
6 th	+6/+1	+2	+2	+5	Language
7 th	+7/+2	+2	+2	+5	
8 th	+8/+3	+2	+2	+6	Quick Change
9 th	+9/+4	+3	+3	+6	
10 th	+10/+5	+3	+3	+7	Improvement
11 th	+11/+6/+1	+3	+3	+7	
12 th	+12/+7/+2	+4	+4	+8	Improvement
13 th	+13/+8/+3	+4	+4	+8	
14 th	+14/+9/+4	+4	+4	+9	Improvement
15 th	+15/+10/+5	+5	+5	+9	
16 th	+16/+11/+6	+5	+5	+10	Improvement
17 th	+17/+12/+7	+5	+5	+10	
18 th	+18/+13/+8	+6	+6	+11	Improvement
19 th	+19/+14/+9	+6	+6	+11	
20 th	+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 5th 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 from : French, German, Russian, Italian, Japanese, Norwegian, Swedish and Finnish. This language is at Rank 5.

Bonus Feat : See the modified Grunt list.

Quick Change : By 8th 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 armor 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.

Military Policeman (New Class, 3.5 Rules)

British military policemen are part of the Military Foot Police or Military Mounted Police until 1926, then part of the Corps of Military Police until 1946 when they became the Royal Military Police. As CMP they were split into Red Caps (general police), White Caps (traffic control), Blue Caps (vulnerable points) or Green Caps (Field Security Wing, see above). Plain clothes Special Investigations Branch troops were introduced in 1940 to the BEF. Only trained mounted police get the Handle Animal and Ride class skills.

Abilities : Since this character requires a wide variety of skills to do his job there is no 'one' ability which is most useful. Characters should aim to get a balance among their attributes, although Strength and Constitution are less useful to the Military Policeman.

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), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Driving (Dex), Forgery (Dex), Gather Information (Cha), First Aid (Wis), [Handle Animal (Cha)], Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (Military) (Int), Knowledge (Military Law) (Int), Leadership (Cha), Listen (Wis), Mechanic (Int), Move Silently (Dex), Open Lock (Dex), [Ride (Dex)], Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), and Use Rope (Dex).

Skill Points at 1st 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 and firearms.

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

Combat Expertise : At 1st 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 Policeman 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 3rd level, the officer gains a +2 insight bonus on all Listen, Search, Sense Motive, and Spot checks.

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

Profile : Also at 5th 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 7th 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 9th 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 10th 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 12th 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 14th 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 16th 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.

Scout (Modified BotR 3.5 Class - p33)

British scouts in WW2 (1941-46) will be mostly found in the British Reconnaissance Corps.

3.5ed Skill List 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).

Weapons & Armour As Book

Bonus Feats As Book, minus Ambidexterity

Other Scouts get the *Wild Empathy* ability at 1st Level

Multiclass As Grunt.

Territorial Army (New)

All 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.

Officer Simple Weapons, Light Armour, Knowledge (Military) (Int), Leadership (Cha) & Firearms & Rank. Navigation (Int), Plus Specialisations

Grunt Simple Weapons, Light Armour, & Entrench (Wis), Plus Specialisations
Firearms

Medic Light Armour, Red Cross, Medicine (Combat) (Wis)
Noncombatant

Aristocrat (Modified DMG 3.5 Class - p108)

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

Skill Points	1 st Level : (4 + Int) x4; 4 + Int Thereafter
3.5ed Skill List	Appraise (Int), Bluff (Cha), 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), Speak Language, Spot (Wis), Swim (Str), Survival (Wis).
Weapons & Armour	Simple Weapons & Firearms
Bonus Feats	Wheeled Vehicle Proficiency (Age 16)
Other	Aristocrats will also have at least one man servant and much better equipment (WM's discretion, although this should normally six times normal). European Aristocrats may have a title, although this will normally be a secondary title for low level starting characters. Aristocrats who become officers receive a +3 to all promotion rolls.
Multiclass	Chaplain, Doctor, Expert or Officer – others are allowed under exceptional circumstances.

Commoner (Modified DMG 3.5 Class - p108)

These are the average people in the street.

Skill Points	1 st Level : (2 + Int) x4; 2 + Int Thereafter
3.5ed Skill List	Climb (Str), Craft (Int), Driving (Dex), Handle Animal (Cha), Jump (Str), Listen (Wis), Profession (Wis), Ride (Dex), Spot (Wis), Swim (Str), Use Rope (Dex).
Weapons & Armour	Simple Weapons & Firearms
Bonus Feats	N/A
Other	N/A
Multiclass	Any except aristocrat or officer unless under exceptional circumstances.

Expert (Modified DMG 3.5 Class - p109)

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

Skill Points	1 st Level : (6 + Int) x4; 6 + Int Thereafter
3.5ed Skill List	The expert can choose any ten skills to be class skills. Subject to the WM's discretion.
Weapons & Armour	Simple Weapons & Firearms
Bonus Feats	At 1 st 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.
Other	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.
Multiclass	Any except aristocrat unless under exceptional circumstances. May become an officer depending on the experts specialisation.

The Police Officer (Civilian)¹ (New Class, 3.5 rules)

Abilities : Since this character requires a wide variety of skills to do his job there is no 'one' ability which is most useful. Characters should aim to get a balance among their attributes, although Strength and Constitution are less useful to the Police Officer.

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), 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 1st 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 and firearms.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+0	+2	Police Training, Combat Expertise
2 nd	+1	+0	+0	+3	Bonus feat
3 rd	+2	+1	+1	+3	Cooperative Interrogation
4 th	+3	+1	+1	+4	Superior Disarm
5 th	+3	+1	+1	+4	Profile
6 th	+4	+2	+2	+5	
7 th	+5	+2	+2	+5	Subdueing Strike
8 th	+6/+1	+2	+2	+6	
9 th	+6/+1	+3	+3	+6	<i>Discern Lies</i>
10 th	+7/+2	+3	+3	+7	Skill Synergy
11 th	+8/+3	+3	+3	+7	
12 th	+9/+4	+4	+4	+8	Improved Subdual
13 th	+9/+4	+4	+4	+8	
14 th	+10/+5	+4	+4	+9	Forensics
15 th	+11/+6/+1	+5	+5	+9	
16 th	+12/+7/+2	+5	+5	+10	Sense Secret Doors
17 th	+12/+7/+2	+5	+5	+10	
18 th	+13/+8/+3	+6	+6	+11	
19 th	+14/+9/+4	+6	+6	+11	Bonus feat
20 th	+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 st Lt.
Chief Inspector	35	35	9	Captain
Superintendent	45	45	12	Major
Chief Superintendent ²	55	55	15	Lt. Col.

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 upto 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.

¹ Modified from the Watch Detective, 'Masters of the Wild'

² Introduced 1949

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

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

Cooperative Interrogation : At 3rd 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 maneuver for many rounds .)

Superior Disarm : At 4th 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 5th 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 7th 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 9th 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 10th 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 12th 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 14th 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 16th 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.

Resistance Fighter (Modified BotR 3.5 Class - p30)

3.5ed Skill List	Remove Innuendo as this is now part of Bluff.
Weapons & Armour	As Book
Bonus Feats	As Book
Other	As Book
Multiclass	As Commoner

Warrior (Modified DMG 3.5 Class - p109)

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, a hired thug or a militiaman (if no formal military exists).

Skill Points	1 st Level : (4 + Int) x4; 4 + Int Thereafter
3.5ed Skill List	Civilised : 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). Wild : 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).
Weapons & Armour	Civilised : Simple Weapons & Firearms Wild : Simple & Martial Weapons
Bonus Feats	Civilised : At 1 st level the character gets the Wheeled Vehicle Proficiency as a bonus. Wild : At 1 st level the character gets the Track feat as a bonus.
Other	N/A
Multiclass	As Commoner

Marine Officer (Modified LotRD 3.5 Class - p22)

3.5ed Skill List	As Book, plus Knowledge (Military) (Int) and Navigation (Int), plus any specialisation skills for that characters specialisation
Weapons & Armour	As Book
Bonus Feats	As Book, minus Ambidexterty
Other	The character must take a specialisation, as per the Marine Grunt
Multiclass	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.

Marine Grunt (Modified LotRD 3.5 Class - p19)

3.5ed Skill List	As list on p26 plus Entrench (p20, Afrika Korpse), Knowledge (Military) (Int) & Navigation (Int)
Weapons & Armour	As Book
Bonus Feats	As Book, minus Ambidexterty
Other	The character must take a specialisation as per the Army Grunt. This doesn't include Mounted Cavalry or Air Force specialisations
Multiclass	Marine Scout or Officer (if offered a commission).

Navy Officer (Modified LotRD 3.5 Class - p25)

3.5ed Skill List	As Book, plus Knowledge (Military) (Int), plus any specialisation skills for that characters specialisation
Weapons & Armour	As Book
Bonus Feats	As Book, minus Ambidexterty
Other	The character must take a specialisation, as per Sailor
Multiclass	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.

Navy Sailor (Modified LotRD 3.5 Class - p16)

3.5ed Skill List	As Book, plus Knowledge (Military) (Int) & any specialisation skills for that characters specialisation
Weapons & Armour	As Book
Bonus Feats	As Book, minus Ambidexterty
Other	The character must take a specialisation
Multiclass	Only Officer, if the character has been offered a commission.