

Military Intelligence, Department 20

MI20 Chaplain (Modified for 3.5, p120 BotR)

Recruitment	MI20 Chaplains are provided by the Anglican, Baptist, Methodist and Roman Catholic Churches via the RACHD.
3.5ed Skill List	Concentration (Con), Diplomacy (Cha), Knowledge (Church History) (Int), Knowledge (Religion) (Int), Knowledge (Undead) (Int), Perform (Cha), Prayer (Wis), Search (Int), Sense Motive (Wis).
Bonus Feats	Rank : Chaplains start with the rank of <i>actual</i> Captain (unless already higher) so they blend in to ordinary RAF and RACHD chaplains. As such Roman Catholic chaplains are not promoted above the rank of colonel. Navy chaplains have the rank of <i>Padre</i> .
Other	Check Spells doc for revised 3.5 spell list

MI20 Operative (Modified for 3.5, p121 BotR)

Recruitment	MI20 Operatives are trained in house.
3.5ed Skill List	As Book but ... remove Innuendo (part of Bluff)
Bonus Feats	Rank : Operatives in MI20 are all commissioned officers. If they aren't already commissioned they receive the <i>actual</i> rank of 2 nd Lt. or equivalent. Civilians are always drafted into the army as subalterns.

MI20 Knights (See Below)

Recruitment	MI20 Knights are recruited and trained with the Holy Order of St.Michael.
Bonus Feats	Rank : Knights in MI20 start as commissioned officers with the <i>actual</i> rank of 2 nd Lt. unless they already hold a higher rank or are already 4 th level (in which case they start as Capt.). Promotion to Captain is automatic at 4 th level, whilst promotion to Major is a given at 7 th .

MI20 Adepts (Modified for 3.5, p118 BotR)

Recruitment	Adepts are trained in house by "RG", and with the help of the Sons of Soloman.
3.5ed Skill List	Concentration (Con), Craft (Alchemy) (Int), Hide (Dex), Knowledge (Arcana) (Int), Listen (Wis), Spot (Wis), Search (Int), Spellcraft (Int), And Use Magic Device (Cha).
Bonus Feats	Rank : Adepts are not really welcome by large sections of the MI20 heirarchy, including the bishop. Although they start as Commissioned officers (2 nd Lt.) their promotion is limited and they may not rise above Major. In addition, all promotion rolls are made with a -3 penalty.
Note	The church are still against the recruitment of Adepts. It was only the discovery of the Finland dig by MI14 in early 1939 that has lead them to recruit.

MI20, Other Classes

Recruitment	Whilst MI20 field agents are Chaplains, Operatives and Knights, they also employ support staff (drivers, technicians, batmen). These are either military NCOs, officers or professional technical experts. The latter must take one level of the army officer or grunt class upon recruitment (this is exempt from the multiclass rules).
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MI20

MI20 Knight (New Prestige Class)

The Holy Order of St. Michael [The Archangel] is a martial order set up to combat the physical forces of the Enemy and have their foundations in the Christian church (RC, protestant & Othodox). This is a fight which has been going on far longer than the recent upsurges wrought by Hitler. They worked with MI20 in WW1, and are again working with them in WW2. From 1943 they will start working with the OSI. Upon reaching 4th level members of the order are given the title 'Sir'.

Alignment : Lawful Good

Hit Die : 1d8

Requirements : Int 11+; Wis 13+; Base Attack Bonus +6; Knowledge (Religion) 5 Ranks; Feat : Iron Will; The character must have a strong Christian faith and have been involved in some form of miraculous incident, then recruited by the Order. This is entirely at the WM's discretion.

Skills : The Knight's class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), First Aid (Wis), Hide (Dex), Knowledge (Church History) (Int), Knowledge (Religion) (Int), Knowledge (Undead) (Int), Prayer (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), and Use Magic Device (Cha).

Skill Points at Each Additional Level : 4 + Int Modifier

Weapons & Armour : Knight's are proficient with with simple and martial weapons and with light armour. They are to avoid drawing too much attention by carrying exotic weapons unless necessary.

Level	Base				Saving Throws			Miracles*			Special
	Att	Fort	Ref	Will	0	1 st	2 nd	3 rd			
1 st	+1	+2	+0	+2	2	1	--	--	Aura of Good, <i>Detect Evil</i> *, Turn Undead*, Code of Conduct, Sinning, Rank		
2 nd	+2	+3	+0	+3	3	1	--	--	Aura of Courage*		
3 rd	+3	+3	+1	+3	3	2	--	--	Divine Grace		
4 th	+4	+4	+1	+4	3	2	1	--	Lay On Hands*, Rank		
5 th	+5	+4	+1	+4	4	2	1	--	Divine Health*		
6 th	+6	+5	+2	+5	4	3	1	--	Smite Evil/1*		
7 th	+7	+5	+2	+5	4	3	2	--	Rank		
8 th	+8	+6	+2	+6	5	3	2	1	Smite Evil/2*		
9 th	+9	+6	+3	+6	5	4	2	1			
10 th	+10	+7	+3	+7	5	4	3	2	<i>Remove Disease</i> *, Rank		

Miracles : As per the OSI Chaplain.

Aura of Good, *Detect Evil*, Aura of Courage, Divine Health & *Remove Disease* : As per the PHB Paladin (p44).

Turn Undead : Knights turn undead as a cleric of the same level. They may take any feats which affect such turning or the use of turning powers.

Code of Conduct & Sinning : As per the OSI Chaplain. The order is an ecumenical Christian one and the character must abide by the tenets of his faith and that of his church.

Rank : @1st : Companion [COSM] / 2nd Lt; @4th : Knight [KOSM] / Capt (*Act*) / +2 Diplomacy;

@7th : Knight Superlative [KSOSM] / Maj (*Act*); @10th : Knight Commander [KCOSM] / +4 Dip.

Divine Grace : The knight adds his Wisdom bonus to all three saving throws.

Lay On Hands : A knight with a wisdom of 12 or more can heal a number of hit points per day equal to his level times his wisdom bonus. This is a standard action and the total restored can be spread amongst different recipients, including the knight. It cannot be used to harm undead (unlike a Paladins).

Smite Evil : Once per day, a knight may attempt to smite evil with one normal melee attack. He adds his Wisdom bonus (if any) to his attack roll and deals 1 extra point of damage per paladin level. If the paladin accidentally smites a creature that is not evil, the smite has no effect, but the ability is still used up for that day.

Ex-Knights : A knight who breaks his Code of Conduct or commits a serious sin must atone for his acts. Until he has atoned he does not have access to any of the abilities marked with an *.

Multiclassing : Being a Knight of St Micheal is a dedicated calling. The character may not have any other prestige class or advance in his basic class(es) until he reaches 10th level as a knight. If he does advance in something other than Knight, before 10th, he may no longer advance as a knight.