

Prestige Classes

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Commando (Modified Prestige Class for 3.5, p115 BotR)

3.5ed Skill List	As Book but ... Remove Animal Empathy, Innuendo (now Bluff), Intuit Direction & Wilderness Lore. Add Survival (Wis).
Weapons & Armour	As Book
Bonus Feats	As Book but ... remove Ambidexterity
Other	As Book

Sniper (Modified Prestige Class for 3.5, p116 BotR)

3.5ed Skill List	As Book
Weapons & Armour	As Book
Bonus Feats	As Book but ... remove Ambidexterity
Other	As Book

OSI Adept (Modified for 3.5, p118 BotR)

3.5ed Skill List	As Book but ... remove Scry.
Weapons & Armour	As Book
Bonus Feats	As Book
Other	As Book ... check Spells doc for revised 3.5 spell list

OSI Chaplain (Modified for 3.5, p120 BotR)

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).
Weapons & Armour	As Book
Bonus Feats	As Book
Other	Check Spells doc for revised 3.5 spell list

OSI Operative (Modified for 3.5, p121 BotR)

3.5ed Skill List	As Book but ... remove Innuendo (part of Bluff)
Weapons & Armour	As Book
Bonus Feats	As Book
Other	As Book

Fitter (Modified Prestige Class for 3.5, p31 AK)

3.5ed Skill List	As Book but ... add Mechanic (Int)
Weapons & Armour	As Book
Bonus Feats	As Book
Other	As Book

LRDG Officer (Modified Prestige Class for 3.5, p32 AK)

3.5ed Skill List	As Book but ... Remove Intuit Direction & Wilderness Lore. Add Survival (Wis).
Weapons & Armour	As Book
Bonus Feats	As Book
Other	As Book

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

3.5ed Skill List	As Book but ... Remove Intuit Direction & Wilderness Lore. Add Survival (Wis).
Weapons & Armour	As Book
Bonus Feats	As Book
Other	As Book

Signaller (Modified Prestige Class for 3.5, p37 AK)

3.5ed Skill List	As Book but ... Remove Intuit Direction. Add Survival (Wis).
Weapons & Armour	As Book
Bonus Feats	As Book
Other	As Book

SAS Soldier (New Prestige Class)

This class may be taken by officers or grunts. This class is only available between 1941 and 1946, then after 1949.

Requirements	BaB 5+; Str 10+; Dex 12+; Con 14+; Int 10+; Wis 10+; Automatic Weapons; Endurance; Iron Will; Incoming!; Hide 5 Ranks; Move Silently 5 Ranks; Navigation 8 Ranks; Survival 8 Ranks.
Hit Dice	d10
3.5ed Skill List	Artillery (Int), Bluff (Cha), 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), Spot (Wis), Survival (Wis), Swim (Str), Use Rope (Dex), Wireless Telegraphy (Int).
Skill Points	8 + Int Modifier
Weapons & Armour	Simple Weapons; Firearms
Rank	All troopers and officers who take this class suffer a -3 penalty on all promotion rolls until they leave the unit.

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

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.