

THE SPECIAL OPERATIONS MARKSMAN

A PRESTIGE CLASS FOR THE MODERN D20 SYSTEM™

Written by Fraser Ronald
Design and Layout by Rob Wakefield



REQUIRES THE USE OF THE D20 MODERN ROLEPLAYING GAME, PUBLISHED BY WIZARDS OF THE COAST, INC.
SWORD'S EDGE PUBLISHING, COPYRIGHT 2005

THE SPECIAL OPERATIONS MARKSMAN

While the Marksman is becoming much more common on the modern battlefield, they have always been an important element for special operations forces. The Special Operations Marksman is a sniper, an expert with longarms, often favoring a specific type of weapon. While regularly acting as long-range support for any type of assault operation, the Special Operations Marksman also performs a surveillance or reconnaissance function. Heavily drilled in long-range shooting and target acquisition, snipers are unlike company- or platoon-level designated marksman in that they receive training in quiet movement, camouflage and ambush. On the battlefield, they are ghosts, striking from great distances, difficult to spot and instilling fear in the enemy

REQUIREMENTS

To qualify to become a Special Operations Marksman, a character must fulfill the following criteria.

Base Attack Bonus: +6

SKILLS: Hide 8 ranks, Knowledge (tactics) 4 ranks, Move Silently 6 ranks, Spot 8 ranks.

FEATS: Dead Aim, Far Shot, Personal Firearms Proficiency.

CLASS INFORMATION

The following information pertains to the Special Operations Marksman prestige class.

HIT DIE: d8

CLASS SKILLS

The Special Operations Marksman's class skills are as follows: Balance (Dex), Climb (Str), Concentration (Con), Drive (Dex), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (tactics) (Int), Listen (Wis), Move Silently (Dex), Navigate (Int), Read/Write Language (none), Repair (Int), Speak Language (none), Spot (Wis), Survival (Wis), Swim (Str), Treat Injury (Wis), and Tumble (Dex).

Skill Points at each level: 5 + Int modifier



Action Points: The Special Operations Marksman gains a number of action points equal to 6 + one-half his character level, rounded down, every time the character attains a new level in this class.

CLASS FEATURES

All of the following are class features of the Special Operations Marksman.

TABLE: THE SPECIAL OPERATIONS MARKSMAN

CLASS LEVEL	BASE ATTACK	FORT	REF	WIL	CLASS FEATURE	DEF	REP
1	+1	+0	+1	+1	Talent, Bonus Feat	+1	+0
2	+2	+1	+1	+1	Bonus Feat	+1	+0
3	+3	+1	+1	+2	Cross-Training	+2	+1
4	+4	+1	+2	+2	Talent	+2	+1
5	+5	+2	+2	+3	Bonus Feat	+3	+2
6	+6	+2	+3	+3	Cross-Training	+3	+2
7	+7	+2	+3	+4	Talent	+4	+3
8	+8	+3	+3	+4	Bonus Feat	+4	+3
9	+9	+3	+4	+5	Cross-Training	+5	+4
10	+10	+3	+4	+5	Talent, Bonus Feat	+5	+5

TALENTS

At 1st, 4th, 7th and 10th levels, the Special Operations Marksman selects a talent from the following class talent trees. As long as the character qualifies, she can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

FIREARMS TRAINING TALENT TREE

One cornerstone of special operations training is the firearm drill. Thousands of rounds are expended on both shooting ranges and in “killing houses”—specially designed training areas for close quarters drill using firearms.

PERSONAL WEAPON FOCUS: The character chooses a specific weapon—which includes unarmed strike or grapple. The character must be proficient with the chosen weapon.

The character adds +1 to all attack rolls made using the selected weapon. This modifier stacks with any other modifiers including the Weapon Focus feat.

The character can choose this talent multiple times, each time applying it to a different weapon.

Prerequisites: Proficiency in weapon chosen.

PERSONAL WEAPON SPECIALIZATION: The character chooses a weapon with which she has Personal Weapon Focus talent. The character gets a +2 bonus on damage rolls with the chosen weapon. This modifier stacks with any other modifiers including the Weapon Specialization feat.

The character can choose this talent multiple times, each time applying it to a different weapon.

Prerequisites: Personal Weapon Focus in weapon chosen.

GREATER WEAPON SPECIALIZATION: The character chooses a weapon with which she has Personal Weapon Specialization. The Greater Weapon Specialization talent increases the bonus on damage rolls from the Personal Weapon Specialization to +4 when using the selected weapon. This modifier stacks with any other modifiers including feats and class features.

The character can choose this talent multiple times, each time applying it to a different weapon.

Prerequisites: Personal Weapon Specialization in weapon chosen.

IMPROVED CRITICAL: The character chooses a weapon with which she has Personal Weapon Specialization. The threat range of the chosen weapon increases by one. This modifier stacks with other similar modifiers, such as those provided by feats or class features.

The character can choose this talent multiple times, each time applying it to a different weapon.

Prerequisites: Personal Weapon Specialization.

SNIPER TALENT TREE

Sniper training focuses on both the approach and the elimination of a target. A sniper must be a ghost on the battlefield, moving silently and invisibly. Further, a sniper should eliminate her target, be it personnel or equipment, quickly.

CAMOUFLAGE: Using this talent, if the character takes a full round to prepare, modifiers for ability, cover and concealment are doubled for all Hide skill checks.

Prerequisites: Survival 6.



CAREFUL AIM: When using a weapon with which the character has the Personal Weapon talent or the Weapon Focus feat, the character can double ability modifiers to attack rolls by taking a full-round action to steady or aim the weapon. Like the Dead Aim feat, once the character begins aiming, she can't move, even to take a 5-foot step until after the character makes her next attack, or the benefit of the talent is lost. Likewise, if the character's concentration is disrupted or the character is attacked before her next action, the character must make a successful Concentration skill check against DC 15 or the character loses the benefit of aiming.

This talent can be used in conjunction with the Dead Aim feat. If used together, the character only needs to take a single full-round action, not one full round action for each.

Prerequisites: Far Shot feat, Personal Weapon Focus or Weapon Focus in weapon used.

QUICK AIM: The character can gain the benefits of the Careful Aim and/or Dead Aim talent by making a move-equivalent action to steady or aim her weapon.

Prerequisites: Careful Aim talent, Precise Shot feat, Personal Weapon talent or Weapon Focus feat in weapon used.

CRITICAL STRIKE: This talent allows the character the ability to automatically confirm a threat as a critical hit when attacking with a specific type of weapon, eliminating the need to make a roll to confirm the critical hit.

The character can choose this talent multiple times, each time applying it to a different weapon.

Prerequisites: Far Shot feat, Careful Aim talent, Personal Weapon talent or Weapon Focus feat in weapon used.

BONUS FEATS

At 1st, 2nd, 5th, 8th and 10th level, the character gains a bonus feat from this list below. The character must meet the prerequisites of the feat to select it.

Advanced Firearms Proficiency, Alertness, Armor Proficiency (light), Armor Proficiency (medium), Athletic, Blind-Fight, Double Tap, Endurance, Focused, Guide, Improved Damage Threshold, Improved Initiative, Iron Will, Lightning Reflexes, Precise Shot, Quick Draw, Quick Reload, Stealthy, Toughness, Track, Weapon Focus.



CROSS-TRAINING

At 3rd, 6th and 9th level, the Special Operations Marksman selects a talent from the available class talent trees (Firearms and Sniper Talent Trees) or from the following talent tree. As long as the character qualifies, he or she can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

LONG-RANGE RECONNAISSANCE TALENT TREE

The character has been trained to operate and survive independently for extended periods. The character can disappear into wilderness environments.

INTERNAL COMPASS: With this talent, the character will not become lost if a map is available, even without the use of a compass. In extreme situations—such as being captured, hooded and stuffed in the sound-proof trunk of a car and driven all over a city—the character can make a Navigation check against DC 20 to correctly deduce direction and distance traveled. In this case, the character cannot take 10.

If a compass and a map is unavailable, but the character has a basic sense of where the destination lies—either in relation to a noticeable geographic feature or the compass heading—the character can make a Navigation check against DC 20. In this situation, the character can take 10, but it will take at least one hour of time to do so. The character cannot take 20 in this situation.

TERRAIN EXPERTISE: When taking this talent, the character chooses one terrain category from Arctic, Desert, Mountains, Plains, Woodlands (temperate) or Woodlands (tropical). When operating in this terrain, the character gains a +1 bonus on the following skills: Drive, Hide, Listen, Move Silently, Navigate, Ride, Search, Spot, Surveillance, Survival and Tumble.

The character can choose this talent multiple times, each time applying it to a different terrain.

IMPROVED TERRAIN EXPERTISE: When operating within the terrain chosen for this talent, the character gains +2 for Surprise rolls, +1 for initiative rolls, +1 for attack rolls and +1 for Defense. The character can Track, as per that feat, within her Terrain of Expertise. If the character already has the Track feat, a bonus of +2 is added to any attempt to Track. This bonus stacks with any others.

The character can choose this talent multiple times, each time applying it to a different terrain. *Prerequisites:* Terrain Expertise talent in terrain chosen.

ATTUNED TRACKER: When using this talent while operating within a terrain in which the character as Improved Terrain Expertise, the DC of any Track attempt is lowered by 20. Therefore, a Track attempt that would usually have a DC of 35 would only have a

DC of 15 to an Attuned Tracker.

Also, the character can obscure tracks and traces of passage by a party of as many as 20 individuals in such a way as to increase the difficulty of an attempt to Track by 20 + the characters ranks in Survival. For each individual in the party over 20, the DC is decreased by 1.

Prerequisites: Improved Terrain Expertise.



RAMONA DEWAELE, LONG RANGE RECONNAISSANCE DETACHMENT SNIPER

Fast Hero 3/ Infiltrator 2/Soldier 4/ Spec Ops Marksman 1: CR 10; HD 3d8+6 plus 2d8+4 plus 4d10+8 plus 1d8+2; hp 69; MAS 14; Init +3; Spd 30ft.; Def 22, touch 22, flatfooted 19; BAB +7/+2; Grap +7; Atk +7/+2 melee (1d4, combat knife), or +13/+8 ranged (2d10+2, HK PSG1), or +10/+5 ranged (2d6, Glock); FS 5 ft. by 5 ft.; Reach 5 ft.; AL LRRP, Army, Nation; SV Fort +5, Ref +11, Will +5; AP 5; Rep +2; Str 10, Dex 16, Con 14, Int 12, Wis 14, Cha 8.

Skills: Balance (Dex) 3 +6, Climb (Str) 3 +3, Escape Artist (Dex) 4 +7, Hide (Dex) 10 +15, Intimidate (Cha) 4 +3, Knowledge [tactics] 4 +5, Listen (Wis) 5 +9, Move Silently (Dex) 6 +11, Navigate (Int) 6 +7, Read/Write Language (English, French, German, Serbo-Croatian), Repair (Int) 3 +4, Sleight of Hand (Dex) 4 +7, Speak Language (English, French, German, Serbo-Croatian), Spot (Wis) 10 +14, Survival (Wis) 6 +8, Treat Injury (Wis) 3 +4, and Tumble (Dex) 5 +8.

Feats: Advanced Firearms Proficiency, Alertness, Dead Aim, Double Tap, Far Shot, Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Stealthy.

Talents (Fast Hero): Evasion, Uncanny Dodge.

Class Features (Infiltrator): Improved Implements, Sweep

Class Features (Soldier): Tactical Aid, Weapon Focus (HK PSG1), Weapon Specialization (HK PSG1).

Talent (Spec Ops Marksman): Camouflage.

Occ: Military (Hide, Knowledge [tactics])

Possessions (on person, 40 lbs.): HK PSG1 with electro-optical scope and removable suppressor, 8 PSG1 magazines, Glock 17 autoloader in hip holster, 2 Glock magazines, compass, fatigues (BDUs), ghillie suit, mesh vest (load bearing vest), penlight, professional walkie-talkie (tactical radio), tactical map of area, trail rations (6).

Note: encumbered when carrying backpack

(in Backpack, 33 lbs.): first aid kit, electro-optical binoculars, standard flashlight, GPS receiver, rope (150 ft.), sleeping bag, trail rations (12).

Ramona liked to shoot. Even as a little girl, she had a fascination with guns. As soon as possible, she joined a shooting club. In high school and university, she led the shooting team. It was in high school that she joined the cadets. In university, she spent her summers in the reserves. Upon graduation, she joined the regular army. Unfortunately, they had little interest in female snipers. Ramona ended up in logistics, though she still shot competitively. During a mission in the Former Yugoslavia, Ramona found herself stationed with a unit from the Long Range Reconnaissance Patrol Detachment. They had little support for a particularly dangerous mission, and Ramona offered to act in a support capacity. Her offer wasn't taken seriously. She asked them to test her. Seeing her shooting, the unit commander agreed. Ramona performed exemplary. She was offered a chance to attempt the selection course. To everyone's surprise, including her own, she passed. Finally, Ramona was where she wanted to be.

1ST LIEUTENANT STEVEN HAMILTON, LIGHT INFANTRY SNIPER

Smart Hero 2/ Fast Hero 2/ Tough Hero 2/ Soldier 4/ Spec Ops Marksman 1: CR 11; HD 2d6 plus 2d8 plus 2d10; hp 69; MAS 14; Init +3; Spd 30ft.; Def 24, touch 20, flatfooted 20; BAB +7/+2; Grap +8/+3; Atk +8/+3 melee (1d4+1, combat knife), or +10/+5 ranged (2d10+2, M24), or +9/+4 ranged (2d6, Beretta); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Platoon, Army, Nation; SV Fort +4, Ref +7, Will +6; AP 5; Rep +1; Str 12, Dex 15, Con 10, Int 13, Wis 14, Cha 10.

Skills: Computer Use +4, Concentration +4, Craft (chemical) +4, Craft (mechanical) +4, Craft (structural) +4, Decipher Script +5, Demolitions +4, Escape Artist +6, Hide +13, Jump +4, Knowledge (current events) +4, Knowledge (history) +4, Knowledge (tactics) +5, Listen +7, Move Silently +13, Navigate +8, Read/Write Language (Arabic, English, French), Repair +4, Speak Language (Arabic, English, French, Spanish), Spot +14, Survival +11, Swim +4, and Tumble +6.

Feats: Alertness, Armor Proficiency (light), Dead Aim, Double Tap, Far Shot, Guide, Personal Firearms Proficiency, Point Blank Shot, Stealthy.

Talents (Smart Hero): Linguist.

Talents (Fast Hero): Evasion.

Talents (Tough Hero): Remain Conscious.

Class Features (Soldier): Tactical Aid, Weapon Focus (M24), Weapon Specialization (M24).

Talents (Special Operations Marksman): Careful Aim (M24).

Occ: Military (Hide, Move Silently)

Possessions (on person, 33 lbs.): M24 sniper rifle (Remington 700) with electro-optical scope and removable suppressor, 8 M24 clips, Beretta 92F autoloader in hip holster, 2 Beretta magazines, combat knife, compass, fatigues (BDUs), light undercover vest armor, mesh vest (load bearing vest), penlight, professional walkie-talkie (tactical radio), tactical map of area, trail rations (6).

Note: encumbered when carrying backpack

(in Backpack, 33 lbs.): first aid kit, electro-optical binoculars, standard flashlight, GPS receiver, rope (150 ft.), sleeping bag, trail rations (12).

Steven Hamilton completed university before entering into the military. With his degree, he was able to enter the military as an officer. At first opportunity, Steve volunteered for an elite light infantry regiment. He not only succeeded in the selection process, his physical and mental abilities impressed his commanding officer. Steve had multiple chances for training, and found a particular talent for marksmanship. He completed the sniper training course and along with his spotter, became one of the light infantry's sniper teams.

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as

expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

Modern System Reference Document Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Special Operations Marksman Prestige Class Copyright 2005, Sword's Edge Publishing; Author Fraser Ronald

DESIGNATION OF PRODUCT IDENTITY: As per section 1(e) of the Open Game License, version 1.0a, the following are designated as Product Identity: SEP; Roles and Classes.

DESIGNATION OF OPEN CONTENT: As per section 1(d) of the Open Game License, version 1.0a, the following are designated as Open Content: Requirements, Class Information, Class Features.

All Photographs are Austrian Armed Forces Photographs.

'd20 System' and the 'd20 System' logo are trademarks of Wizards of the Coast, Inc. and are used according to the terms of the d20 System License version 6.0. A copy of this License can be found at www.wizards.com/d20.

d20 Modern and Wizards of the Coast are trademarks of Wizards of the Coast, Inc. in the United States and other countries and are used with permission.



THE SPECIAL OPERATIONS MARKSMAN

is from SEP's ROLES AND CLASSES line.

Also look for:

COMBAT HERO SPECIALIZED CLASS

COVERT HERO SPECIALIZED CLASS

CAPABLE HERO SPECIALIZED CLASS

COUNTER-TERRORISM ASSAULTER PRESTIGE CLASS

SPEC OPS RECCE PRESTIGE CLASS

and

ROLES AND CLASSES TALENT TREES ASSEMBLED

All from Sword's Edge Publishing

