

THE SPEC OPS RECCE

A PRESTIGE CLASS FOR THE MODERN D20 SYSTEM™

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SPEC OPS RECCE

A Recce is a long-range reconnaissance expert common to many special operations forces. From the SAS operations during the Malayan Emergency, to the Army Special Forces actions in the wastes of Afghanistan, surviving harsh climates or unforgiving terrain while maintaining secrecy and striking with surprise are vital military capabilities. The Spec Ops Recce is trained to do all that and more.

The Spec Ops Recce is a master of reconnaissance and survival. Groups such as the New Zealand Special Air Service and the South African Special Forces Brigade have made their name through their long-range reconnaissance and direct action capabilities. Any force that operates behind enemy lines or within hostile zones requires the services of a Spec Ops Recce, both for movement without a trace and detection of enemy units.

REQUIREMENTS

To qualify to become a Spec Ops Recce, a character must fulfill the following criteria.

Base Attack Bonus: +4

SKILLS: Hide 6 ranks, Move Silently 6 ranks, Navigate 6 ranks, Spot 4 ranks, Survival 8 ranks

FEATS: Guide, Personal Firearms Proficiency, Track.

CLASS INFORMATION

The following information pertains to the Spec Ops Recce prestige class.

HIT DIE: d8

CLASS SKILLS

The Spec Ops Recce's class skills are as follows: Balance (Dex), Climb (Str), Demolitions (Int), Drive (Dex), Escape Artist (Dex), Handle Animal (Cha), Hide (Dex), Jump (Str), Knowledge (earth and life sciences, tactics) (Int), Listen (Wis), Move Silently (Dex), Navigate (Int), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), Treat Injury (Wis), and Tumble (Dex).

SKILL POINTS AT EACH LEVEL: 6 + Int Bonus

ACTION POINTS

The Spec Ops Recce gains a number of action points

TABLE: THE SPEC OPS RECCE

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

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 Spec Ops Recce.

TALENT

At 1st, 4th, 7th and 10th levels, the Spec Ops Recce selects a talent from the following Talent trees. 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.

FIREARMS TRAINING TALENT TREE

As is common for special operations training, the Spec Ops Recce spends countless hours and thousands of rounds on shooting ranges and in “killing houses” perfecting his marksmanship.

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 benefit stacks with any other benefits 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 he has Personal Weapon Focus talent. The character gets a +2 bonus on damage rolls with the chosen weapon. This benefit stacks with any other benefits 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 talent with the weapon chosen.



GREATER WEAPON SPECIALIZATION:

The character chooses a weapon with which he 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 benefit stacks with any other benefits including feats and talents.

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 he has Personal Weapon Specialization. The threat range of the chosen weapon increases by one. This increase stacks with other such increases, such as those provided by feats or talents.

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

Prerequisites: Personal Weapon Specialization talent with the weapon chosen

LONG-RANGE RECONNAISSANCE TALENT TREE

The Spec Ops Recce has been trained to operate and survive independently for extended periods. He 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 25 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.

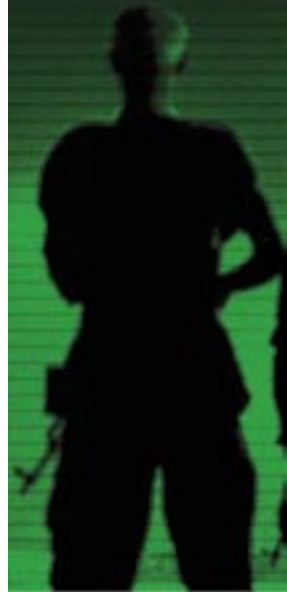
TERRAIN EXPERTISE: When taking this talent, the character chooses one terrain category from Arctic, Desert, Mountains, Plains, Woodlands (temperate) or Woodlands (tropical). When operating in this terrain, the character gains a +1 bonus on the following skills: Drive, Hide, Listen, Move Silently, Navigate, 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 receives a bonus of +2 to any attempt to Track within the chosen terrain. 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.

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, Athletic, Blind-Fight, Burst Fire, Dead Aim, Dodge, Double Tap, Endurance, Far Shot, Great Fortitude, Heroic Surge, Improved Damage Threshold, Improved Initiative, Low Profile, Mobility, Point Blank Shot, Precise Shot, Run, Quick Draw, Quick Reload, Stealthy, Surface Vehicle Operation, Toughness, Vehicle Expert, Weapon Focus.

CROSS-TRAINING

At 3rd, 6th and 9th level, the Spec Ops Recce) selects a talent from the available class talent trees (Firearms and Long-Range Reconnaissance Talent Trees) or from the

following talent tree. As long as the character qualifies, he can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

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 the target, be it personnel or equipment, quickly and quietly.

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, he can't move, even to take a 5-foot step, until after the character makes his next attack, or the benefit of the talent is lost. Likewise, if the character's concentration is disrupted or the character is attacked before his 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 talent or Weapon Focus feat 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 his 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.



STAFF SERGEANT QUENTIN “QUARREL” MAMOEPA, SPECIAL FORCES BRIGADE NCO

Fast Hero 3/ Dedicated Hero 2/ Infiltrator 2/ Spec Ops Recce 1: CR 8; HD 3d8+6 plus 2d6+4 plus 2d8+4 plus 2d8+4; hp 69; MAS 14; Init +3; Spd 30ft.; Def 21, touch 21, flatfooted 19; BAB +5; Grap +5; Atk +5 melee (1d4, combat knife), or +7 ranged (2d8, M4), or +7 ranged (2d6, Beretta); FS 5 ft. by 5 ft.; Reach 5 ft.; AL SFB, Nation; SV Fort +6, Ref +7, Will +6; AP 4; Rep +3; Str 11, Dex 14, Con 14, Int 12, Wis 15, Cha 8.

Skills: Climb +3, Demolitions +5, Drive +4, Hide +12, Listen +8, Move Silently +10, Navigate +11, Read/Write Language (Afrikaans, English), Ride +5, Speak Language (Afrikaans, English, IsiXhosa, IsiZulu), Spot +12, Survival +17, Treat Injury +7, and Tumble +7.

Feats: Alertness, Far Shot, Guide, Personal Firearms Proficiency, Point Blank Shot, Stealthy, Track.

Talents (Fast Hero): Evasion, Uncanny Dodge.

Talents (Dedicated Hero): Skill Emphasis (Survival).

Class Features (Infiltrator): Improvised Elements, Sweep.

Talents (Spec Ops Recce): Terrain Expertise (plains).

Occ: Military (Navigate, Survival)

Possessions (on person, 40 lbs.): M4 carbine with electro-optical scope, laser sight and removable suppressor, 6 M4 magazines, Beretta 92F autoloader in hip holster, 2 Beretta magazines, 4 fragmentation grenades, 2 smoke grenades, chemical light sticks (5), combat knife, compass, electro-optical binoculars,





fatigues and fatigue jacket (BDUs) , first aid kit, GPS receiver, mesh vest (load bearing vest), multipurpose tool, professional walkie-talkie (tactical radio) , standard flashlight, tactical map of area, trail rations (6).

Note: encumbered when carrying backpack.

(in Backpack, 36 lbs.): 6 M4 magazines, 2 Beretta magazines, chemical light sticks (5), climbing gear, portable stove, rope (150 ft.), sleeping bag, trail rations (12).

As a young man, Quentin Mamoepa earned the name Quarrel based on his stubborn and argumentative personality. He still likes informed debate, but the anger and angst that fueled his aggressive nature has disappeared. At the time of his birth, Quentin Mamoepa could never have reached his present level of influence and importance in an elite, special operation force. As the country changed, Quarrel wanted to help insure the new world that emerged remained. He felt the best way to protect the gains was within one of the forces that had participated in the oppression—the army. At first a soldier in a standard, light infantry unit, Quarrel volunteered for any alternative assignment and undertook any possible training. It was his commanding officer who mentioned the Special Forces Brigade to Quarrel. He failed his first attempt at selection, but that did not deter him and he succeeded on his third attempt. By that time, he had a wide range of experience and training that made him a valuable asset to the SFB.

1ST LIEUTENANT NATHAN ADAMS, NZSAS OFFICER

Smart Hero 2/ Dedicated 3/ Soldier 2/ Spec Ops Recce 1: CR 8; HD 2d6+4 plus 3d6+6 plus 2d10+4 plus 1d8+2; hp 51; MAS 14; Init +3; Spd 30ft.; Def 18, touch 18, flatfooted 15; BAB +5; Grap +6; Atk +6 melee (1d4+1, combat knife), or +9 ranged (2d8+2, M4), or +8 ranged (2d6, Beretta); FS 5 ft. by 5 ft.; Reach 5 ft.; AL NZSAS, Army, Nation; SV Fort +5, Ref +4, Will +7; AP 4; Rep +2; Str 12, Dex 16, Con 14, Int 10, Wis 14, Cha 8.

Skills: Craft (writing) +4, Decipher Script +6, Demolitions +4, Hide +11, Knowledge (civics) +2, Knowledge (current events) +2, Knowledge (history) +4, Knowledge (popular culture) +2, Knowledge (tactics) +3, Knowledge (technology) +2, Listen +9,

Move Silently +11, Navigate +8, Read/Write Language (English, French), Research +9, Speak Language (English, French), Spot +10, and Survival +12.

Feats: Alertness, Double Tap, Far Shot, Guide, Personal Firearms Proficiency, Point Blank Shot, Studious, Track.

Talents (Smart Hero): Savant (research).

Talents (Dedicated Hero): Aware, Skill Emphasis (survival).

Class Features (Soldier): Weapon Focus (M4), Weapon Specialization (M4).

Talents (Spec Ops Recce): Internal Compass.

Occ: Military (Hide, Move Silently)

Possessions (on person, 40 lbs.): M4 carbine with electro-optical scope, laser sight and removable suppressor, 6 M4 magazines, Beretta 92F autoloader in hip holster, 2 Beretta magazines, 4 fragmentation grenades, 2 smoke grenades, chemical light sticks (5), combat knife, compass, electro-optical binoculars, fatigues and fatigue jacket (BDUs) , first aid kit, GPS receiver, mesh vest (load bearing vest), multipurpose tool, professional walkie-talkie (tactical radio) , standard flashlight, tactical map of area, trail rations (6).

Note: encumbered when carrying backpack.

(in Backpack, 44 lbs.): 6 M4 magazines, 2 Beretta magazines, battery flood flashlight, chemical light sticks (5), climbing gear, portable stove, rope (150 ft.), sleeping bag, standard binoculars, trail rations (12), 2-person dome tent.

While not the smartest in his class through public school, Nathan had determination and diligence and that made up for a lot. He entered university on a scholarship in the social sciences, and while there, entered the reserves. On graduation, he joined the regular forces and was first assigned to intelligence. After his first field operation, he changed his focus completely. He found an affinity for working in the field. His aptitude shone during Survival, Evasion, Resistance, Escape training, and he shifted into a light infantry scout position. On overseas service in the Middle East, his dedication, daring and skill was noted by the NZSAS. It only took a single mention to motivate Nathan to attempt selection. Though it almost finished him, physically and mentally, Nathan made it.

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