

# THE SPECIAL OPERATIONS MARKSMAN

A PRESTIGE CLASS FOR THE MODERN D20 SYSTEM™

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## 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 HK 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.

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