

## PATHFINDERS

The 16 Air Assault Brigade is a combined force including land and air assets for a quick reaction, air insertion and support capability. This is where you will find the Pathfinder Platoon. The Pathfinders are specially trained for insertion into hostile areas and securing a drop zone or landing site for the main body of the Air Assault Brigade. Pathfinders are also trained for long-range reconnaissance and direct action. Pathfinders are capable of acting as a light strike force for sabotage and harassment behind enemy lines. Each platoon includes specialists in combat medicine, communications, demolitions, intelligence, survival and weapons. Pathfinders are fully jump qualified and can insert by parachute, helicopter or ground vehicle.

Soldiers with the Pathfinders regularly carry the L85A2. Weapons specialists will be equipped with the FN Minimi light machinegun.

## REQUIREMENTS

To qualify for the Pathfinders, a character must meet the following criteria

**Allegiance:** Active Duty (United Kingdom, Army)

**Base Attack Bonus:** +4

**Skills:** Knowledge (tactics) 2 ranks, Paradrop 4 ranks, Survival, 2 ranks.

**Feats:** Advanced Firearms Proficiency, Paratrooper and Personal Firearms.

**Advanced Training:** Jump School.

## CLASS INFORMATION

The following features pertain to the Pathfinder prestige class

**Hit Die:** 1d10

**Action Points:** 7 + 1/2 character level, rounded down.

**Class Skills:** Pathfinder class skills (and the key ability for each) are as follows: Balance (Dex), Climb (Str), Communications Operations (Int), Demolitions (Int), Drive (Dex), Gather Information (Cha), Hide



(Dex), Intimidate (Cha), Jump (Str), Knowledge (tactics) (Int), Listen (Wis), Move Silently (Dex), Navigate (Int), Paradrop (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), Treat Injury (Wis), Tumble (Dex) and Use Rope (Dex).

**Skill Points per Level:** 5 + Intelligence modifier

## CLASS FEATURES

The following features pertain to the Pathfinders prestige class.

**Death from Above:** Once per day, the character may add his or her levels in Pathfinder to the following skills: Navigate, Paradrop or Survival.

Characters with this ability are not flat-footed while in the air during the paradrop (see the Paradrop skill in Chapter 2 of Blood & Guts).

**Bonus Feats:** Alertness, Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency, (medium), Athletic, Blind Fight, Burst Fire, Combat Expertise, Combat Reflexes, Cover Fire, Double Tap, Electronic Warfare, Endurance, Exotic Firearms Proficiency, Far Shot, Forced March, Grenadier, Guide, Improved Damage Threshold, Marksman, Mountaineer, Point Blank Shot, Quick Draw, Quick Reload, Sharpshooter, Stealthy, Strafe, Tactician, Toughness, Track, Voice of Command, Weapon Focus,



Advanced Training (all).

The character must meet all prerequisites for any feat taken as a bonus feat.

**Grace Under Pressure:** At 5th level, a Pathfinder character can add his levels as a Pathfinder to the following skills once per day: Climb, Communications Operation, Demolitions, Hide, Move Silently, Navigate, Paratroop and Treat Injury

**Specialist Training:** Soldiers within the Pathfinders include specialists in combat medicine, communications demolitions, intelligence, survival and weapons. At 2nd level, the character is able to choose from one of the following specialist talents.

*Combat Medicine:* All DCs for Treat Injury are reduced by 5. Craft (pharmaceutical) and Knowledge (earth and life sciences) become permanent class skills.

*Communications:* +2 bonus to Communications Operations. Craft (electronics) and Repair become permanent class skills.

*Demolitions:* +2 bonus to Demolitions. Craft (structural) and Disable Device become permanent class skills.

*Survival:* +2 bonus to Hide, Move Silently and Survival.

*Weapons:* +2 bonus to attack and damage rolls when using heavy weapons.

**Special Ops Talent:** The character may choose one talent from the Special Operations Training section found in Chapter 1 of Blood & Guts. The character must meet all the prerequisites for any talent chosen.

**Terrain Specialization:** The soldiers of the Pathfinders are expected to have the capability to operate in a wide variety of terrains. At 3rd and 7th level, the character has a choice to increase his or her level with an existing Terrain Warfare college or chose to gain a new one. If taking Terrain Specialization in a Terrain Warfare college the character already possesses, the attack and skill bonuses offered by that Terrain Warfare college are increased by +1.

**TABLE 2-5: THE PATHFINDER**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 <sup>st</sup>	+1	+1	+1	+1	Death from Above	+1	+0
2 <sup>nd</sup>	+2	+2	+1	+1	Specialist Training	+2	+0
3 <sup>rd</sup>	+3	+2	+2	+1	Terrain Specialization	+2	+0
4 <sup>th</sup>	+4	+3	+2	+2	Bonus Feat	+3	+1
5 <sup>th</sup>	+5	+3	+3	+2	Grace Under Pressure	+3	+1
6 <sup>th</sup>	+6	+3	+3	+3	Special Ops Talent	+4	+1
7 <sup>th</sup>	+7	+4	+3	+3	Terrain Specialization	+4	+2
8 <sup>th</sup>	+8	+4	+4	+3	Bonus Feat	+5	+2
9 <sup>th</sup>	+9	+5	+4	+4	Special Ops Talent	+5	+2
10 <sup>th</sup>	+10	+5	+5	+5	Bonus Feat	+6	+3



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