

SWAT

SWAT (Special Weapons and Tactics) units are tactical police special operations units. As crime has increased, police officers have begun encountering situations never imagined by the fathers of law-enforcement: heavily armed gangs, drug crazed spree killers, and a growing wave of hostage-taking. Law enforcement agencies responded with the creation of SWAT, which uses military-style weaponry, tactics, and training to cope with threats the ordinary police officer is neither trained nor equipped to handle. Although SWAT officers undergo similar training and use similar equipment and tactics to special operations forces, they are, first and foremost, law enforcement officers. Many SWAT officers, like police officers in general, go their entire careers without firing their weapons, and the body armor and assault rifles are both a preparation for the worst, and way to intimidate even hardened criminals into giving up rather than fighting.

SWAT missions range from hostage rescue, high risk warrant service (to suspects with a history of violence or known to have weapons), to surveillance, to dignitary protection. SWAT teams typically have several non-SWAT characters, including negotiators (for hostage negotiation) and Snipers.

This class also covers other elite law enforcement agencies, including the U.S. Marshals, FBI Hostage Rescue Teams, and Bureau of Prisons Special Operations Response Team (SORT).

Requirements

To qualify to become a SWAT officer, a character must fulfill the following criteria.

Allegiance: Active Duty (one Police force); SWAT is a considerable commitment, with frequent long shifts, and on-call responsibilities. Some police forces even require SWAT members to sign a contract committing to certain time requirements. Even if the force the character belongs to has a part-time SWAT team, the character will still need to be an active duty police officer.

Base Attack Bonus: 5+.

Feats: Personal Firearms, Teamwork (Police).

Skills: Climb 5 Ranks, Hide 5 Ranks, Intimidate 5 Ranks, Knowledge (tactics) 5 Ranks.

Class Information

The following features pertain to the SWAT Prestige class.

Hit Die: 1d8.

Action Points: 7 + ½ character level, rounded down.

Class Skills: The SWAT class skills are as follows: Climb, Diplomacy, Drive, Hide, Intimidate, Investigate, Jump, Knowledge (civics, tactics), Move Silently, Sense Motive, Spot, Swim.

Skill Points per Level: 5 + Intelligence modifier.

Class Features

The following information pertains to the SWAT prestige class.

Quick Response: Take the door at 4 am. Swarm the perp while he's naked and asleep. SWAT team members are masters of the swarming assault, using surprise, overwhelming numbers, and a show of force to scare an opponent into quick bloodless submission. The SWAT character gains the listed bonus to initiative, and also gains the listed bonus to hit a surprised, flat-footed, or

flanked target (this bonus is in addition to all other modifiers an attacker gains due to these conditions). If the character wishes to grapple or trip an opponent to the ground while gaining this bonus, he also gains his Quick Response bonus to any opposed check. Lastly, the character gains his quick response bonus to any Intimidate skill check (again usually used to make a target surrender without violence).

Nonlethal Force: SWAT characters are highly trained in subduing opponents. From this point on, he or she can deal Nonlethal damage with a weapon that normally deals lethal damage (if he or she chooses) without taking the normal -4 penalty on the attack roll.

Reconnaissance:

Experienced SWAT team members are often sent ahead to reconnoiter an area prior to an assault, so members of the tactical team will know where hostages are, to avoid crossfires and loss of innocent life. Characters with this ability gain a bonus on all Spot checks equal to the character's SWAT level.

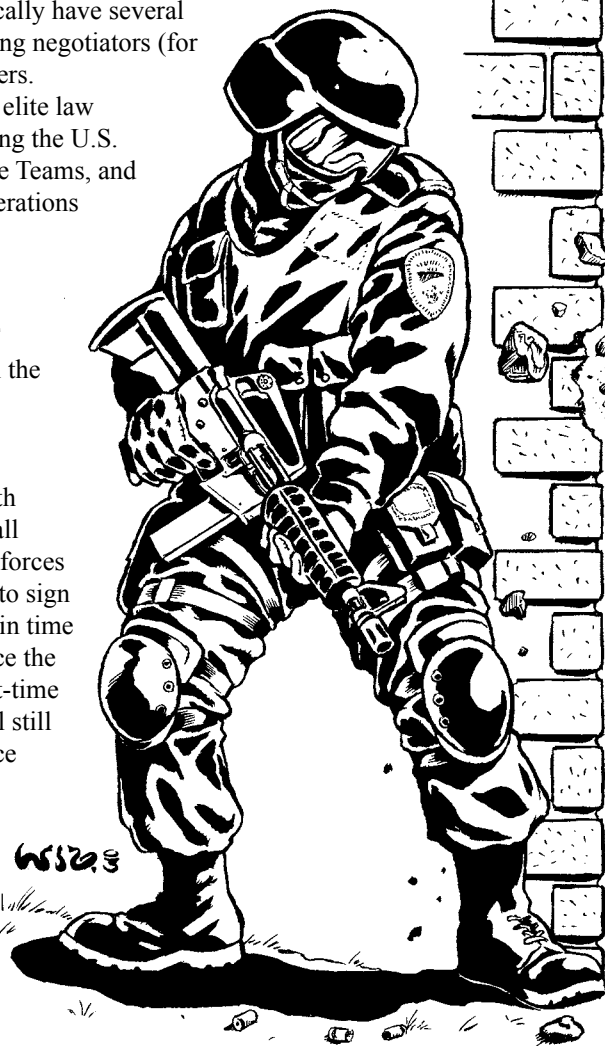


TABLE 1-5: SWAT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+1	+1	+0	Quick Response +1	+1	+0
2 nd	+1	+2	+2	+0	Nonlethal Force	+1	+0
3 rd	+2	+2	+2	+1	Quick Response +2	+2	+0
4 th	+3	+2	+2	+1	Bonus Feat	+2	+0
5 th	+3	+3	+3	+1	Reconnaissance	+3	+1
6 th	+4	+3	+3	+2	Quick Response +3	+3	+1
7 th	+5	+4	+4	+2	Plan	+4	+1
8 th	+6	+4	+4	+2	Bonus Feat	+4	+1
9 th	+6	+4	+4	+3	Ambush	+5	+2
10 th	+7	+5	+5	+3	Quick Response +4	+5	+2

Also, if the reconnoitering character makes a Spot check (DC 25), and the GM is using the optional Crossfire or Friendly Fire rules from Blood and Guts, then any Reflex saving throw to avoid a crossfire gains a bonus equal to the reconnoitering character's SWAT level.

Plan: This ability increases the bonus gained from a successful Knowledge (tactics) skill check by +2.

Ambush: On a successful Knowledge (tactics) skill check (DC 20), the character can set up an ambush, gaining a bonus on Hide skill checks equal to ½ his Knowledge (tactics) skill. If this Hide check is successful (exceeds the Spot check of enemy forces), those forces receive no action in the surprise round, as opposed to the partial action normally gained, due to the speed and precision of the attack. Some of the ways this ambush could be achieved are through an aerial insertion (either paratroop or rappelling), blending in with a crowd through native dress, or using cover from which to launch an attack.

Note: Two of the Elite Units detailed in Blood and Guts, the Marine Special Response Team and the Air Force Phoenix Ravens are special response teams modeled on SWAT. If a character wishes to play a member of one of these units, the GM may allow the character to take levels of the SWAT prestige class rather than the Elite Unit feat.

Bonus Feats: At the levels indicated, SWAT characters gain a bonus feat from the following list: Alertness, Armor Proficiency (heavy), Armor Proficiency (medium), Armor Proficiency (light), Athletic, Force Stop, Point Blank Shot, Precise Shot, Surface Vehicle Operation, Vehicle Expert, Weapon Focus. The character must meet the prerequisites for any feat taken as a bonus feat.



Open game license

OPEN GAME LICENSE Version 1.0a

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 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Rules Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson

Modern System Reference Document Copyright 2002, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

War on Terror Copyright 2003, RPGObjects; Author Charles Rice

open gaming content

Designation of Product Identity: The following terms are designated as product identity as outline in section 1(a) of the Open Gaming License: "Blood and Guts".

Designation of Open Gaming Content: The following sections of *War on Terror* are designated as open gaming content expect for terms define as product identity above. All illustrations, pictures, and diagrams are Product identity and property of RPGObjects™.

Terrorism Primer: This entire section is closed content.

Chapter 1 (characters): The fiction (inside the black box on the chapter title page) is closed content. The class descriptions are closed content. The descriptions of the Elite Units are closed content. All other text is open content.

Chapter 2 (terror groups): This entire chapter is closed content.

Chapter 3 (allies and adversaries): The fiction (inside the black box on the chapter title page) is closed content. All other text is open content.