



CHAPTER 1: MILITARY CLASSES

The following classes represent training a character receives after Basic Training. This represents what is commonly referred to as “advanced individual training”, where a character learns his MOS and begins his career as a soldier.

ASSAULT TRAINING

Some people live an entire lifetime and wonder if they have ever made a difference in the world, but the Marines don't have that problem.

-Ronald Reagan

Assault training focuses on penetrating fortified positions with shock troops. This class is common among Marine Corps enlisted personnel but members of the Army (usually soldiers in an Air Assault unit) and Navy (usually SEALs) receive this training as well.

REQUIREMENTS

To qualify for assault training a character must meet the following criteria (the quickest path into this class is through the Strong Hero basic class).

Base Attack Bonus: +3

Skills: Knowledge (tactics) 3 ranks

Feats: Personal Firearms Proficiency

CLASS INFORMATION

The following information pertains to assault training.

Hit Die: 1d10

Action Points: 6+ one-half character level, rounded down, every time the character gains a new level in this class.

Class Skills: Assault training grants the class skills (and the ability for each skill) are: Balance (Dex),

Climb (Str), Craft (structural) (Int), Intimidate (Cha), Jump (Str), Knowledge (popular culture, tactics) (Int), Navigate (Int), Survival (Wis), Swim (Str)

Skill points at each level: 5+Int. modifier

CLASS FEATURES

All of the following are features of assault training.

Tough as Nails: Assault training grants a bonus of +1 hit point for each level of assault training the character takes. This ability also grants a bonus to all Intimidate skill checks (and level checks to resist intimidation) equal to the character's Reputation bonus.

Advanced Training: Each time you gain this class ability you may pick a talent



TABLE 1-1: ASSAULT TRAINING

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+2	+0	+0	Tough as Nails	+0	+0
2nd	+2	+3	+0	+0	Advanced Training	+1	+0
3rd	+3	+3	+1	+1	Bonus Feat	+1	+1
4th	+4	+4	+1	+1	Advanced Training	+1	+1
5th	+5	+4	+1	+1	First Wave +1	+2	+1
6th	+6	+5	+2	+2	Bonus Feat; Advanced Training	+2	+2
7th	+7	+5	+2	+2	First Wave +2	+2	+2
8th	+8	+6	+2	+2	Advanced Training	+3	+2
9th	+9	+6	+3	+3	Bonus Feat	+3	+3
10th	+10	+7	+3	+3	Advanced Training; Semper Fi	+3	+3

from the advanced training list.

Bonus Feats: At 3rd, 6th and 9th level a character receives a bonus feat. The bonus feats the character may choose from are determined by his MOS (see below). The character must meet the prerequisite for any feat selected with this ability.

First Wave: First in last out is your motto and you have been trained to lead attacks on heavily fortified positions. You gain the modifier listed on the class table as a morale bonus to your Defense and all melee damage rolls as long as you are attacking or advancing toward an active hostile force. If you are pinned down, retreating, aiding an injured colleague or performing any action that does not involve advancing toward an enemy you do not gain this bonus.

Semper Fi: The bond of those who share one of the most dangerous jobs (even by military standards) is inseparable, often stronger than family. This class ability improves the bonus granted from the Teamwork feat to +4 (you must take that feat to benefit from this ability).

BLOOD AND GUTS 2: MILITARY TRAINING MANUAL

The premier modern military sourcebook for the d20 system is reborn with **BLOOD AND GUTS 2**.

Redesign from the ground up by modern d20 guru **CHARLES RICE**, Blood and Guts 2 promises to be more flexible and adaptable, allowing players and game masters to build soldiers of any military specialty from around the world.

The first book of many, the **MILITARY TRAINING MANUAL** includes new advanced classes that allow a wide variety of military characters to be built using a new system of advanced training talents and bonus feats.



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.

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.

System Reference Document Copyright 2000-2004, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

Blood and Guts 2: Military Training Manual: 2005, 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 2, Military Training Manual.

Designation of Open Gaming Content: The following sections of *Blood and Guts 2: Military Training Manual* is designated as open gaming content except for terms defined as product identity above. All illustrations, pictures, and diagrams are Product identity and property of RPGObjects™.

Introduction: This entire section is closed content.

Chapter 1: All of the text in this section is open content.

Chapter 2: The MOS and Medal descriptions are closed content. All other text is open content.