



## NAVY SPECIAL WARFARE GROUPS (NSWG) ONE AND TWO

NSWG One is based out of San Diego, California while NSWG Two is based out of Norfolk, Virginia. Each of these groups is led by a Captain (O-6) and consists of three SEAL Teams and one SEAL Delivery Vehicle Team. Each SEAL team consists of eight, 16-man platoons.

days after he leaves the unit. Any additions to the characters bonus feat list, as well as the ability to take levels in the Special Operations Prestige Class are lost immediately upon leaving the unit, unless the character transfers to another special operations unit.

For units working together the ability to function as if possessing the Teamwork feat lasts until 30 days after the character stops working with the units in question.

## NAVY SEAL

### UNIT REQUIREMENTS

To qualify for Navy SEALs a character must meet the following criteria.

**BAB:** 7+

**Skills:** Knowledge (tactics) 10 ranks, Hide 5 ranks, Move Silently 5 ranks, Swim 10 ranks, Spot 8 ranks

**Feats:** MOS Rifleman, MOS Diver, Jump School, Amphibious Assault Training, Teamwork (US Navy)

**Talents:** Terrain Specialization x2 (both for amphibious terrain)

### UNIT FEATURES

All of the following are features of the Navy SEALs.

These specialties and abilities take effect 30 days after the characters joins the unit and last until 30

**Unit Specialties:** +4 competence bonus to Knowledge (tactics), Swim and Spot skill checks.

**Unit Abilities:** The characters attack bonus from terrain specialization increased by +1 in amphibious terrain (to a maximum bonus of +6).

The character gains access to the Semper Fi class ability when working with other SEALs only (normally Semper Fi affects any Teamwork feats the character possesses).

**SEAL (Fast Hero 3/Recon Training 7)** CR 10; Medium-size humanoid; HD 3d8+3 plus 7d8+7; HP 56; Mas 13; Init +2; Spd 25 ft; Defense 26, touch 20, flatfooted 24 (+2 Dex, +8 class, +6 equipment); BAB +7; Grap +9; Atk +9 melee (1d4+2, Knife), or +9 ranged (2d8, M-4 Carbine); FS 5 ft by 5 ft; Reach 5 ft; AL US Navy; SV Fort +6, Ref +8, Will +3; AP 5; Rep +2; Str 14, Dex 15, Con 13, Int 12, Wis 10, Cha 8.

**Occupation:** Military (Knowledge [Tactics], Swim)

**Skills:** Climb +3, Craft (mechanical) +7, Demolitions +13, Hide +9, Intimidate +3, Knowledge (Tactics) +11, Listen +6, Move Silently +9, Navigate +5, Spot +15, Survival +15, Swim +7, Tumble +5

**Feats:** Advanced Firearms Proficiency, Amphibious Assault Training (Hide, Survival, Swim), Armor Proficiency (light), Armor Proficiency (medium), Jump School, MOS Diver (Craft [mechanical], Demolitions, Navigate), MOS Rifleman (Intimidate, Spot, Tumble), Personal Firearms Proficiency, Teamwork (Specific Group)

**Talents (Fast Hero):** Evasion, Uncanny Dodge 1

**Talents (Recon Training):** Camouflage, Long Range Reconnaissance, Fast Mover +5, Ghost, Terrain Specialization (Amphibious x2), Sharpshooter 1

**Talents (SEAL):** +4 competence bonus to Knowledge (tactics) Swim and Spot; +1 to Terrain Specialization (Amphibious); Semper Fi with SEALs only.

**Possessions:** Tactical Vest, Knife, M-4 Carbine