

SpecOp Variants

So, you've read the Spec-Op Prestige Class from the UA web enhancement (<http://www.wizards.com/default.asp?x=d20modern/we/20030529a>) but it didn't seem to fit your character quite right? How about a new specialisation then? Try one of these:

Close Quarters Battle (CQB)

Requirements: Point Blank Shot, Precise Shot.

Benefit: The CQB SpecOp gains Close Combat Shot (as the Gunslinger ability) and removes the -4 penalty for using Longarms against an adjacent target.

Vehicle Master

Requirements: Drive 8 ranks, Pilot 8 ranks, Aircraft Operation (any), Surface Vehicle Operation (any).

Benefit: The Vehicle Master SpecOp can use any vehicle or aircraft as if possessing the appropriate Aircraft or Surface Vehicle Operation feat.

Recon

Requirements: Hide 5 ranks, Listen 5 ranks, Move Silently 5 ranks, Spot 5 ranks, Alertness.

Benefit: The Recon SpecOp Can take 10 on Hide, Listen, Move Silently and Spot checks, even in stressful circumstances.

[Thanks to K_Man for the Recon specialisation]

Technical

Requirements: Craft (mechanical) 8 ranks, Disable Device 8 ranks, Repair 8 ranks, Gearhead.

Benefit: The Technical SpecOp suffers no penalty on Craft (mechanical, electronic, structural), Disable Device and Repair checks if appropriate tools are not present. He may use the Scientific Improvisation ability of the Field Scientist (Field Scientist and Spec-Op levels stack for determining class level for Scientific Improvisation).

Melee Weapons

Requirements: Archaic Weapons Proficiency

Benefit: The melee weapons SpecOp increases the critical threat range of any melee weapon he uses by 1. For example, if melee weapons SpecOp uses a longsword, he threatens a critical hit on an 18-20, rather than the normal 19-20. In addition, a melee weapons SpecOp gains a +1 bonus to damage when using any melee weapon.

[Thanks to Blue_Eyed_Paladin for the Melee Weapons specialisation]