

ROLES & CLASSES: TALENT TREES ASSEMBLED

TALENT TREES FOR THE D20 MODERN SYSTEM™

Written by Fraser Ronald

Art by Dean Martin

Design and Layout by Rob Wakefield



REQUIRES THE USE OF THE D20 MODERN ROLEPLAYING GAME, PUBLISHED BY WIZARDS OF THE COAST, INC.
SWORD'S EDGE PUBLISHING, COPYRIGHT 2005

TALENT TREES

The following is a collection of talent trees culled from Sword's Edge Publishing "Roles and Classes" collection. These talent trees come from the Capable Hero, the Combat Hero, the Covert Hero, the Counter-Terrorism Assaulter, the Special Operations Marksman, and the Spec Ops Recce.

HOW DO I USE THESE TALENT TREES?

The talent trees collected here have been genericized so that they can be used by any class. Basic classes already have access to talent trees. If it is the desire of the GM, any talent tree from this product can be used alongside or in place of a standard, basic class talent trees. Therefore, when a Fast Hero is allowed to choose a talent from a talent tree upon reaching 3rd level, the GM may decide that along with the Defensive and Increased Speed talent trees, the Fast Hero may also choose a talent from the Firearms Training or the Skill talent trees.

Many advanced and prestige classes do not have access to talent trees. If the GM so desires, talent trees may be offered in place of class features. However, class features are offered on a much more regular basis than talents. It is recommended that if the GM desires to include talent trees for classes that usually have class features, the characters are allowed access to talent trees in any odd numbered level that regularly provides access to a class feature. This access to talent trees replaces access to class features. A class feature thus removed, is available in place of the class feature that follows, so that the class features are all shifted to a higher level.

As an example, the Soldier advanced class has class features and does not usually have access to talent trees. The GM of a campaign has decided that the Assault talent tree makes sense for a Soldier. If access is allowed only in odd numbered levels that usually access class features, a Soldier character could access talent trees at levels 1, 5 and 7. If a player chose to access CQD at 5th level, the character would not acquire Improved Critical at that level. Instead, the character would acquire Improved Critical at 7th level, in place of Improved Reaction. If the player decided to access Breaching at 7th level, the character would not acquire Improved Critical until 8th level, and would

then acquire Improved Reaction at 10th level.

As another example, let us say the GM of a campaign decides that the Shadow Slayer advanced class should have access to the Assault talent tree. A Shadow Slayer character could access talent trees at levels 1, 5 and 7. If the character had the prerequisites and wanted to access CQD at 1st level, the character would not acquire Detect Shadow until 2nd level. Therefore, this same character could not acquire Shadow Immunity until 4th level. If the character chose to acquire Breaching at 5th level, the character would not acquire Slayer Weapon until 7th level. If at 7th level the character took Instinctive Shooting, the character would not acquire Slayer Weapon until 8th level. This character would then acquire Shadow Enemy at 10th level, and would never acquire the second Shadow Enemy, Fast Healing, or Word of Slaying.

If the GM desires more regular access to talent trees, the class features of an advanced or prestige class could be linked together as a talent tree itself, presented in the same order, with each talent/class feature having the preceding talent/class feature as a prerequisite. So, for the Soldier, the talent tree would start with Weapon Focus, which does not have a prerequisite (other than proficiency in the weapon chosen, as per the class feature). The Soldier talent tree would then follow with Weapon Specialization, having Weapon Focus as its prerequisite, then Tactical Aid with Weapon Specialization as its prerequisite.

In this case, the Soldier advanced class could then access talent trees, including the Soldier talent tree, at every level in which a class feature now exists. Therefore, a Soldier character could access talent trees at levels 1, 2, 4, 5, 7, 8, and 10. If the GM feels this access to talents is too frequent, she can change the "special" field in the Soldier table to reflect the basic classes, with access to talent trees every odd numbered level and access to bonus feats every even numbered level. This may require increasing the number of feats available as bonus feats.

These talent trees are also available to be used for individuals who would like to design a new basic, advanced or prestige class. Prerequisites could be changed to better suit the new class, but otherwise the talent trees are ready to be plugged in.

RULES REGARDING TALENT TREES

No talent can be selected more than once unless expressly indicated.

When a talent indicates that a character may add an ability modifier to a roll, negative modifiers are not used. If the character has a 0 modifier or less, no bonus is applied.

ASSAULT TALENT TREE

The Assault talent tree is based on the room-clearing and hostage rescue training most special operations forces undergo. Further, many light infantry units are receiving this training as combat in urban and built-up areas is becoming more common. A character qualified for any type of police force Special Weapons And Tactics (SWAT) unit will also receive assault training.



CQD:

CQD stands for Close Quarters Drill. When fighting in close quarters (room, shed, aircraft cabin, etc), the character incurs no attacks of opportunity when making any kind of ranged attack, even when using ranged weapons in melee combat.

Prerequisite: Disable Device 6 ranks, Knowledge (tactics) 4 ranks, Move Silently 6 ranks, Spot 6 ranks; Advanced Firearms Proficiency, Personal Firearms Proficiency, Precise Shot.

BREACHING:

Breaching is the term applied to entering an area during an assault. This may mean going through a door, a window or even a hole blasted in a wall by explosives. When entering an area during an assault or entering an area in which resistance is expected, the character always acts in the surprise round with a +4 bonus to initiative in the surprise round and the first round of regular combat. This modifier only affects the first round of regular combat so the character's position in the initiative order may change after the first round.

Prerequisite: CQD

DEFENSIVE AID:

This talent reflects rigorous training in hostage rescue scenarios. As a move equivalent action, the character can provide Defensive Aid to any individual within the character's reach. The character must spend an action point to trigger this talent.

Defensive Aid provides a +1 bonus to defense and saving throws.

Prerequisites: Breaching

INSTINCTIVE SHOOTING:

Instinctive shooting is a term referring to a type of training common to CT and HR forces. This talent allows the character to instantly identify and engage hostile targets while also identifying and not engaging friendlies. This is an important skill in a hostage situation. The Instinctive shooting talent provides the benefit of the Quick Draw feat. If the character has the Quick Draw feat or later acquires it, the talent provides a +2 modifier to initiative checks when the character is using personal firearms.

Further, when the character spends an action point, the Instinctive Shooting talent allows the character to automatically confirm any critical threat during the surprise round and critical threats against flat-footed opponents in regular combat.

Prerequisites: Breaching

CLEAR THE ROOM:

In most situations, characters involved in an assault will be armed with automatic weapons capable of burst fire. When using a weapon that has either automatic or burst fire capacity, the character can subject opponents to autofire but will not subject any friendly or non-hostile targets to the effects of autofire. The autofire attack is made as per the normal rules, but the character may choose which targets in the area of effect are subject to the autofire attack. Those targets that are subject to the autofire attack must make a Reflex save

as per the autofire rules or be subject to damage.

The Clear the Room class feature may also be used with the Strafe feat.

When using this talent, the character may make an autofire or strafe attack with weapons that have automatic and burst fire capacity or weapons that have burst fire but do not have automatic fire capacity.

Using the Clear the Room talent uses six bullets even when using a weapon with a burst setting. The Clear the Room talent may only be used with a weapon that has at least six bullets loaded.

Prerequisites: Instinctive Shooting.

COMBATANT'S LEADERSHIP TALENT TREE

The character has a talent for leadership and inspiration.

COORDINATE:

The character has a knack for getting people to work together. When the character can spend a full round directing her allies and makes a Charisma check (DC 10), the character provides any of her allies within 30 feet a +1 bonus on their attack rolls and skill checks. The bonus lasts for a number of rounds equal to the character's Charisma modifier.

The character can coordinate a number of allies equal to one-half her Charisma modifier (with a minimum of one ally).

Prerequisite: One of the following: Brawl, Combat Martial Arts, Defensive Martial Arts, or Personal Firearms Proficiency.

INSPIRATION:

The character can inspire her allies, bolstering them and improving their chances of success. An ally must listen to and observe the character for a full round for the inspiration to take hold, and the character must make a Charisma check (DC 10). The effect lasts for a number of rounds equal to the character's Charisma modifier.

An inspired ally gains a +2 morale bonus on saving throws, attack rolls, and damage rolls.

A character can't inspire herself. The character can inspire a number of allies equal to one-half her Charisma modifier, rounded down (with a minimum of one ally).

Prerequisite: Coordinate.

COMBATANT'S POWERFUL TALENT TREE

The character has learned to use her strength to its fullest potential.

EXTREME EFFORT:

The character can make an extreme effort. The effort must relate either to a Strength check or a Strength-based skill check. The character must decide to use this ability before making the check.

The effort requires a full-round action and provides a +2 bonus on the check.

Prerequisite: One of the following: Brawl, Combat Martial Arts, Defensive Martial Arts, or Personal Firearms Proficiency.

IGNORE HARDNESS:

The character ignores 1 point of an object's hardness when making a melee attack to break it.

Prerequisite: One of the following: Brawl, Combat Martial Arts, Defensive Martial Arts, or Personal Firearms Proficiency.

MELEE SMASH:

The character receives a +1 bonus on melee damage.

Prerequisite: One of the following: Brawl, Combat Martial Arts, Defensive Martial Arts, or Personal Firearms Proficiency.

COMBATANT'S TOUGH TALENT TREE

The character is physically tougher than others.

DAMAGE REDUCTION: The character ignores 1 point of damage from melee and ranged weapons.

Prerequisite: One of the following: Brawl, Combat Martial Arts, Defensive Martial Arts, or Personal Firearms Proficiency.

REMAIN CONSCIOUS:

The character gains the ability to continue to perform actions when she would otherwise be considered unconscious and dying. When the character's hit points reach -1, the character can perform as though she were disabled, making either an attack action or a move action every round until the character reaches -10 hit points (and dies) or the character's hit points return to 1 or higher. The character can choose to succumb to unconsciousness if she thinks that doing so might prevent her from taking more damage.

Prerequisite: One of the following: Brawl, Combat Martial Arts, Defensive Martial Arts, or Personal Firearms Proficiency.

STAMINA:

The character recovers twice as fast as normal. So, the character recovers 2 hit points per character level per evening of rest, 2 points of temporary ability damage per evening of rest, and awakens in half the normal time after being knocked unconscious.

Prerequisite: One of the following: Brawl, Combat Martial Arts, Defensive Martial Arts, or Personal Firearms Proficiency.

COVERT DEFENSIVE TALENT TREE

The character is nimble and quick, aware of his environs and ready to act in a nanosecond.

EVASION:

Using this talent, a character can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the character is wearing light armor or no armor. A helpless character does not gain the benefit of evasion.

Prerequisite: Hide or Move Silently, 4 ranks; Nimble.

UNCANNY DODGE:

With this talent, a character can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to Defense even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to Defense if immobilized.

Prerequisite: Hide or Move Silently, 4 ranks; Alertness.

IMPROVED UNCANNY DODGE:

A character with this talent can no longer be flanked.

This defense denies an attacker the ability to Sneak Attack the character by flanking him, unless the attacker has at least four more character levels than the target does.

If the character has access to Sneak Attack from another class, that class' levels stack when determining levels for a Sneak Attack as per above.

Prerequisite: Evasion, Uncanny Dodge.

COVERT OFFENSIVE TALENT TREE

The character may or may not be a dedicated combatant, but he has learned to take care of himself in a fight, and has a few little surprises for any unwary opponent.

OPPORTUNIST:

Once per round, the character can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the character's attack of opportunity for that round. Even a character with the Combat Reflexes feat can't use the opportunist ability more than once per round.

Prerequisite: Hide or Move Silently, 4 ranks; Alertness.

SNEAK ATTACK:

Using this talent, if a character can catch an opponent



when he is unable to defend himself effectively from his attack, he can strike a vital spot for extra damage.

The character's attack deals extra damage any time his target would be denied a Dexterity bonus to Defense (whether the target actually has a Dexterity bonus or not), or when the character flanks his target. This extra damage is 1d6. Should the character score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a sap (blackjack) or an unarmed strike, a character can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

A character can sneak attack only living creatures with discernible anatomies--undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The character must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot, therefore a character cannot sneak attack a creature with concealment or when striking the limbs of a creature whose vitals are beyond reach.

A character can take this talent multiple times; each time it adds 1d6 to the extra damage inflicted.

Prerequisite: Hide or Move Silently, 4 ranks; Stealthy.

CRIPPLING STRIKE:

A character with this talent can Sneak Attack opponents with such precision that his blows weaken and hamper them. An opponent damaged by one of his Sneak Attacks also takes 2 points of Strength damage. Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability.

Prerequisite: Sneak Attack

COVERT SCOUT TALENT TREE

The character has the training and skills necessary to detect dangers.

SKILL MASTERY:

The character becomes so certain in the use of certain skills that he can use them reliably even under adverse conditions.

Upon gaining this ability, he selects a number of skills equal to 3 + his Intelligence modifier. When making a skill check with one of these skills, he may take 10 even if stress and distractions would normally prevent him from doing so. A character may gain this talent multiple times, selecting additional skills for it to apply to each time.

Prerequisite: Hide or Move Silently, 4 ranks; Stealthy.

TRAPFINDING:



Characters

can use the

Search skill to locate

traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

Character can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

A character who beats a trap's DC by 10 or more with a Disable Device check can study the trap, figure out how it works, and bypass it (with his party) without disarming it.

Prerequisite: Hide or Move Silently, 4 ranks; Alertness.

TRAP SENSE:

The character gains an intuitive sense that alerts him to danger from traps, giving him a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to Defense against attacks made by traps.

A character can take this talent multiple times; each time increasing his bonuses by +1.

Trap sense bonuses gained from multiple classes stack.

Prerequisite: Trapfinding.

CRAFT TALENT TREE

The character has learned many secrets regarding the manufacture of items.

CRAFT COMPETENCE:

The character has studied the manufacture of goods relating to any single Craft skill to such a degree, that she can create items quickly without detracting from the quality of the item. When the character begins the process of creating an item, she makes a Craft skill check (DC 20) adding the character's Wisdom modifier as a bonus. If the character succeeds, the time needed to create the item is halved. Other circumstances or skills that reduce the time are figured into the time to create the item first and then this amount is halved.

Prerequisite: Craft (any specific), 4 ranks.

MADE TO LAST:

Items created by the character are made of such

excellent material and with such skill that they are extremely durable. When the character has completed an item, she makes a Craft skill check (DC 20) adding the character's Wisdom modifier as a bonus. If the character succeeds, the item is considered durable.

Durable items receive a +1 enhancement bonus to any save. The Hardness and Hit Points of such items are increased by one-quarter.

Prerequisite: Craft Competence.

POTENT WEAPON:

Masterwork weapons created by the character not only offer a bonus to hit, but also to damage. When the character has completed a weapon, she makes a Craft skill check (DC 20) adding the character's Wisdom modifier as a bonus. If the character succeeds, the masterwork weapon provides a +1 enhancement bonus both to attack and damage rolls.

Prerequisite: Craft Competence.

SCRIMP AND SAVE:

The character has become so adept at fashioning items that she uses less material and maximizes the use of the materials available. When the character begins work on an item(s), she makes a Craft skill check (DC 20) adding the character's Wisdom modifier as a bonus. If the character succeeds, the value of the raw materials necessary is reduced by the character's levels in character.

Prerequisite: Craft Competence.

COMBATANT'S DEFENSIVE TALENT TREE

The character's experience and training has improved her innate defensive talents.

DEFENSIVE ROLL:

The character can roll with a potentially lethal attack to take less damage from it. When the character would be reduced to 0 hit points or less by damage in combat (from a ranged or melee attack) or when the character would need to make a Massive Damage Threshold save, the character can attempt to roll with the damage.

A character spends 1 action point to use this talent. Once the point is spent, the character makes a Reflex saving throw (DC = damage dealt). If the save succeeds, she takes only half damage. The character must be able to react to the attack to execute a defensive roll—if the character is immobilized, she can't use this talent.

Prerequisite: One of the following: Brawl, Combat Martial Arts, Defensive Martial Arts, or Personal Firearms Proficiency.

OPPORTUNIST:

The character can spend 1 action point to use this talent. Once the point is spent, the character can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the character's attack of opportunity for that round. Even a character with the Combat Reflexes feat can't use this talent more than once per round.

Prerequisite: One of the following: Brawl, Combat Martial Arts, Defensive Martial Arts, or Personal Firearms Proficiency.

FIREARMS TRAINING TALENT TREE

This talent tree can be used to mirror any kind of intensive firearms training, from the countless hours a hostage rescue team works in a "killing house" to the weapons range training of a soldier or police officer.

PERSONAL WEAPON FOCUS:

The character chooses a specific weapon—which includes unarmed strike or grapple. The character must be proficient with the chosen weapon.

The character adds +1 to all attack rolls made using the selected weapon. This benefit stacks with any other benefits including the Weapon Focus feat.

The character can choose this talent multiple times, each time applying it to a different weapon.

Prerequisite: Advanced Firearms Proficiency, Personal Firearms Proficiency, Precise Shot.

PERSONAL WEAPON SPECIALIZATION:

The character chooses a weapon with which he has Personal Weapon Focus talent. The character gets a +2 bonus on damage rolls with the chosen weapon. This benefit stacks with any other benefits including the Weapon Specialization feat.

The character can choose this talent multiple times, each time applying it to a different weapon.

Prerequisite: Advanced Firearms Proficiency, Personal Firearms Proficiency, Precise Shot, Personal Weapon Focus talent or Weapon Focus feat with the weapon chosen.

GREATER WEAPON SPECIALIZATION:

The character chooses a weapon with which he has Personal Weapon Specialization. The Greater Weapon Specialization talent increases the bonus on damage rolls from the Personal Weapon Specialization to +4 when using the selected weapon. This benefit stacks with any other benefits including feats and talents.

The character can choose this talent multiple times, each time applying it to a different weapon.

Prerequisite: Personal Weapon Specialization talent in weapon chosen.

IMPROVED CRITICAL:

The character chooses a weapon with which he has Personal Weapon Specialization. The threat range of the chosen weapon increases by one. This increase stacks with other such increases, such as those provided by feats or talents.

The character can choose this talent multiple times, each time applying it to a different weapon.

Prerequisite: Personal Weapon Specialization talent with the weapon chosen

KNOWLEDGE TALENT TREE

The character has studied a specific area of knowledge in great detail

APPLIED KNOWLEDGE:

This talent allows the character to use a Knowledge skill for actions. For example, Knowledge (Civics) might allow the character to organize a ministry or



other bureaucracy or act as a solicitor in a court of law. The character might use Knowledge (Theology and Philosophy) to proselytize and gather adherents to the character's religion. Knowledge (Tactics) might be the basis for the character to prepare defensive positions.

When using Knowledge skills for actions, synergy bonuses from related skills are common. For example, having 5 ranks in Bluff, Diplomacy or Sense Motive (depending on the situation) might offer a +2 synergy bonus for using the Knowledge (Civics) to organize a ministry. Diplomacy might give a synergy bonus when using Knowledge (Theology and Philosophy) to proselytize. Conversely, a character using Knowledge (Tactics) could gain a synergy bonus from Craft (Structural) to prepare a defence of a structure.

Prerequisite: Any Craft or Knowledge, 4 ranks.

BREADTH OF KNOWLEDGE:

The character's experiences and studies have exposed her to a wide variety of people and information, and thus the character has knowledge outside her area of expertise. Due to this, the character can spend an Action Point to make an untrained Knowledge check. For each Knowledge skill that the character possesses with 5 ranks or more, the character can apply a +2 bonus to the check. These bonuses stack.

A character may not take 10 or take 20 on this check; this sort of knowledge is essentially random. A character may only make one attempt in the pursuit of a certain type of fact, figure or piece of information.

DC TYPE OF KNOWLEDGE

- 10 Common, something anyone exposed to this topic would know.
- 20 Uncommon but available, known by those who study this area.
- 25 Obscure, known by few who are usually subject matter masters.
- 30 Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.

Prerequisite: Any Craft or Knowledge, 4 ranks.

IMPART KNOWLEDGE:

The character is able to train another character quickly and sufficiently to allow that other character to make Craft or Knowledge skill checks as though that other character had one-half the number of ranks in the skill as the character. The duration of this effect is dependant upon the success of the skill check.

DC DURATION

- 10 1d4 + 1 round per the character's Intelligence + Wisdom modifiers
- 15 2d4 + 1 round per the character's Intelligence + Wisdom modifiers
- 20 1d4 + 1 minute per the character's Intelligence + Wisdom modifiers
- 25 30 minutes + 5 minutes per the character's Intelligence + Wisdom modifiers

Prerequisite: Any Craft or Knowledge, 4 ranks.

LONG RANGE RECONNAISSANCE TALENT TREE

The character has been trained to operate and survive independently for extended periods. The character can disappear into wilderness environments.

INTERNAL COMPASS:

With this talent, the character will not become lost if a map is available, even without the use of a compass. In extreme situations--such as being captured, hooded and stuffed in the sound-proof trunk of a car and driven all over a city--the character can make a Navigation check against DC 20 to correctly deduce direction and distance traveled. In this case, the character cannot take 10.

If a compass and a map is unavailable, but the character has a basic sense of where the destination lies--either in relation to a noticeable geographic feature or the compass heading--the character can make a Navigation check against DC 20. In this situation, the character can take 10, but it will take at least one hour of time to do so. The character cannot take 20 in this situation.

Prerequisite: Hide 6 ranks, Move Silently 6 ranks,



Navigate 6 ranks, Spot 4 ranks, Survival 8 ranks; Guide, Personal Firearms Proficiency, Track.

TERRAIN EXPERTISE:

When taking this talent, the character chooses one terrain category from Arctic, Desert, Mountains, Plains, Woodlands (temperate) or Woodlands (tropical). When operating in this terrain, the character gains a +1 bonus on the following skills: Drive, Hide, Listen, Move Silently, Navigate, Ride, Search, Spot, Surveillance, Survival and Tumble.

Prerequisite: Hide 6 ranks, Move Silently 6 ranks, Navigate 6 ranks, Spot 4 ranks, Survival 8 ranks; Guide, Personal Firearms Proficiency, Track.

IMPROVED TERRAIN EXPERTISE:

When operating within the terrain chosen for this talent, the character gains +2 for Surprise rolls, +1 for initiative rolls, +1 for attack rolls and +1 for Defense. The character can Track, as per that feat, within her Terrain of Expertise. If the character already has the Track feat, a bonus of +2 is added to any attempt to Track. This bonus stacks with any others.

Prerequisite: Terrain Expertise talent in terrain chosen

ATTUNED TRACKER:

When using this talent while operating within a terrain in which the character as Improved Terrain Expertise, the DC of any Track attempt is lowered by 20. Therefore, a Track attempt that would usually have



a DC of 35 would only have a DC of 15 to an Attuned Tracker.

Also, the character can obscure tracks and traces of passage by a party of as many as 20 individuals in such a way as to increase the difficulty of an attempt to Track by 20 + the characters ranks in Survival. For each individual in the party over 20, the DC is decreased by 1.

Prerequisite: Improved Terrain Expertise

SKILL TALENT TREE

The character is highly-trained in the skills of a trade. If not an acknowledged expert, she is well on her way to becoming one.

SKILL APTITUDE:

The character chooses a skill other than Profession on which to focus. When the character uses this skill, any ability modifiers or synergy bonuses are doubled.

This talent may be chosen multiple times but each time must be for a new skill. This talent may not be applied twice to the same skill, nor may it be applied to Profession.

Prerequisite: Skill (any specific except Profession), 4 ranks.

SKILL COMPETENCY:

When the character makes a skill check, a natural 20 is always a success. Also, a second ability bonus can be applied to any skill check given an acceptable explanation. For example, the character has Skill Competency with Appraise. Along with the normal bonuses for Intelligence, the character might add her bonus for Dexterity with the explanation that handling the item helps to ascertain the item's quality.

This talent may be chosen multiple times but each time must be for a new skill. This talent may not be applied twice to the same skill.

Prerequisite: Skill Aptitude with same skill.

SKILL PROFICIENCY:

The character gains a +5 miscellaneous bonus to the skill chosen. Also, if Taking 10 and/or Taking 20 are allowed, the amount of time this necessitates is halved.

This talent may be chosen multiple times but each time must be for a new skill. This talent may not be applied twice to the same skill.

Prerequisite: Skill Competency with same skill

SKILL EXPERTISE:

The character has mastered the skill to such an extent that failure is extremely rare. The character can Take 10 as a standard use of the skill, even if the skill usually does not allow Taking 10. If so desired, the character can still roll a skill check. Taking 20 requires the amount of time listed under the skill description for Taking 10. If the skill allows Taking 10, the character may Take 20 even if the skill usually does not allow this.

This Talent may be chosen multiple times but each time must be for a new skill. This Talent may not be applied twice to the same skill.

Prerequisite: Skill Proficiency with same skill

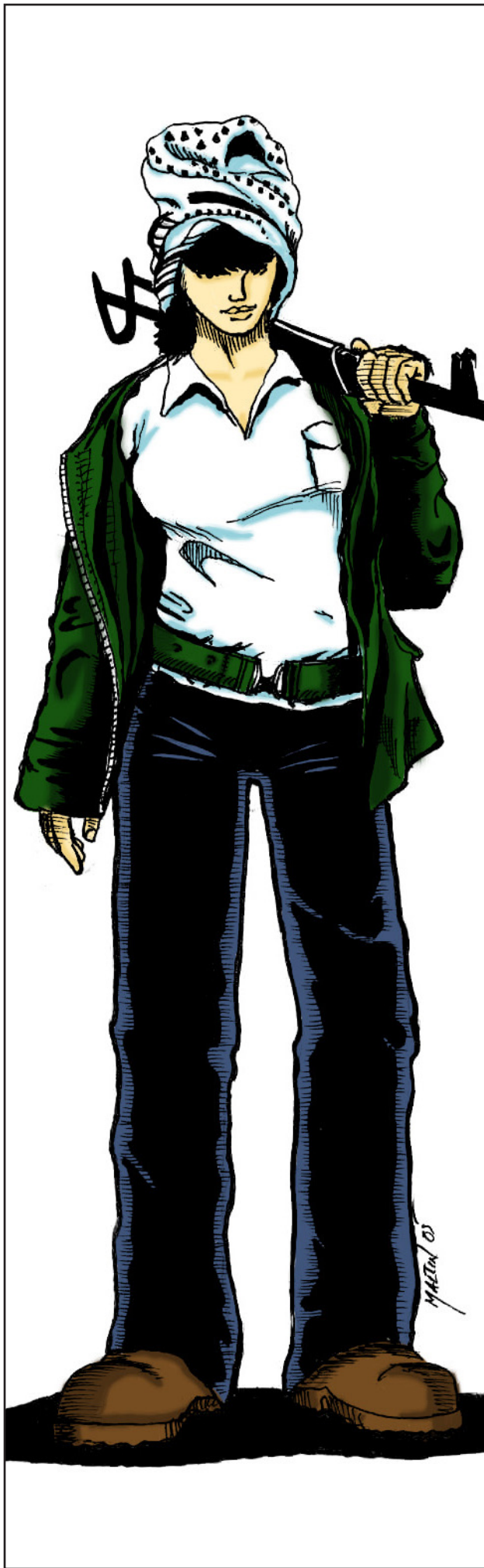
SNIPER TALENT TREE

Sniper training focuses on both the approach and the elimination of a target. A sniper must be a ghost on the battlefield, moving silently and invisibly. Further, a sniper should eliminate the target, be it personnel or equipment, quickly and quietly.

CAMOUFLAGE:

Using this talent, if the character takes a full round to prepare, modifiers for ability, cover and concealment are doubled for all Hide skill checks.

Prerequisite: Hide 8 ranks, Knowledge (tactics) 4 ranks, Move Silently 6 ranks, Spot 8 ranks, Survival 6 ranks; Dead Aim, Far Shot, Personal Firearms Proficiency.



CAREFUL AIM:

When using a weapon with which the character has the Personal Weapon talent or the Weapon Focus feat, the character can double ability modifiers to attack rolls by taking a full-round action to steady or aim the weapon. Like the Dead Aim feat, once the character begins aiming, she can't move, even to take a 5-foot step, until after the character makes her next attack, or the benefit of the talent is lost. Likewise, if the character's concentration is disrupted or the character is attacked before her next action, the character must make a successful Concentration skill check against DC 15 or the character loses the benefit of aiming.

This talent can be used in conjunction with the Dead Aim feat. If used together, the character only needs to take a single full-round action, not one full round action for each.

Prerequisites: Hide 8 ranks, Knowledge (tactics) 4 ranks, Move Silently 6 ranks, Spot 8 ranks; Dead Aim, Far Shot, Personal Firearms Proficiency, Personal Weapon Focus talent or Weapon Focus feat in weapon used.

CRITICAL STRIKE:

This talent allows the character the ability to automatically confirm a threat as a critical hit when attacking with a specific type of weapon, eliminating the need to make a roll to confirm the critical hit.

Prerequisites: Far Shot feat, Careful Aim talent, Personal Weapon Focus talent or Weapon Focus feat in weapon used.

QUICK AIM:

The character can gain the benefits of the Careful Aim and/or Dead Aim talent by making a move-equivalent action to steady or aim his/her weapon.

Prerequisites: Careful Aim talent, Precise Shot feat, Personal Weapon Focus talent or Weapon Focus feat in weapon used.

SOCIAL TALENT TREE

Through work, training or other connections, the character is involved with associations, associations, unions, etc.

ASSOCIATION MEMBERSHIP:

The character is a full member in an association, trade guild, union, etc. Through her membership, the character is able to obtain goods, services or material at a substantially reduced rate.

The character may add her Charisma modifier as a bonus to any Wealth check for any item or service that can be obtained through her association, trade guild, union, etc.

When making a Wealth check for such an item, the character's Wealth is not reduced unless the item or service has a purchase DC of 20 or higher (rather than the usual 15) or if the purchase DC is higher than the character's current Wealth plus the character's Charisma modifier.

The character may use the Association Membership talent to obtain the equipment necessary for craft skills

at half the normal cost.

Prerequisite: Any Craft or Knowledge, 4 ranks.

ASSOCIATION FAVOURS:

Associations often have networks of connections with other associations, trade guilds, unions, etc. within a city, municipality, or county. As such, members of the association may have access to information beyond that pertaining to their craft. The character may add her Intelligence modifier as a circumstance bonus to any Gather Information checks and her Charisma modifier as a circumstance bonus to any Knowledge checks.

Further, the character may attempt to acquire minor aid from any other association member. By making a favour check, the character can acquire the loan of equipment or documents, or to receive other minor assistance in the course of an adventure.

The character must spend 1 action point to acquire a favour. To make a favour check, the character must make a Diplomacy check, including the character's Intelligence modifier as a bonus. The GM sets the DC based on the scope of the favour being requested. The DC ranges from 10 for a simple favour to as high as 30 for formidable and highly dangerous, expensive, or illegal favours. The character can't take 10 or 20 on this check, nor can the character retry the check for the same (or virtually the same) favour. Favours should help advance the plot of an adventure.

All favours are remembered and those providing favours will expect the character to return the favour at some point in the future. Failure to do so will quickly turn an ally into an enemy.

Prerequisite: Association Membership.

MULTIPLE MEMBERSHIPS:

The character is able to hold memberships in multiple associations without repercussions. Usually, associations are very strict about membership. The character has garnered enough respect within the association(s) of which she is already a member that no obstacle is placed on joining another association.

The character need only take this once, but taking this talent does not automatically offer access to the new association. The character must take the Association Membership talent again in order to gain access to the new association.

Prerequisite: Association Membership.

CONNECTIONS:

The various associations within any locale usually have a fairly good working relationship. Often associations work together to promote common interests. The character may be able to gain a discount on any kind of purchase or service using his association membership.

The character may add her Charisma modifier as a bonus to any Wealth check for any item or service that can be obtained through an association, trade guild, union, etc.

When making a Wealth check for such an item, the character's Wealth is not reduced unless the item or service has a purchase DC of 20 or higher (rather than the usual 15) or if the purchase DC is higher than the character's current Wealth plus the character's Charisma modifier.

Prerequisite: Association Favours, Association Membership.



INDEX OF TALENTS

Assault Talent Tree.....	2	Scrimp And Save.....	6
CQD	3	Combatant's Defensive Talent Tree	6
Breaching	3	Defensive Roll	6
Defensive Aid.....	3	Opportunist	6
Instinctive Shooting	3	Firearms Training Talent Tree	6
Clear The Room	3	Personal Weapon Focus	6
Combatant's Leadership Talent Tree.....	3	Greater Weapon Specialization.....	6
Coordinate.....	3	Improved Critical	7
Inspiration	3	Knowledge Talent Tree	7
Combatant's Powerfultalent Tree.....	3	Applied Knowledge	7
Extre Me Effort	3	Breadth Of Knowledge	7
Ignore Hardness	4	Impart Knowledge	7
Melee Smash.....	4	Long Range Reconnaissance Talent Tree	7
Combatant's Toughtalent Tree	4	Internal Compass	8
Remain Conscious	4	Terrain Expertise.....	8
Stamina	4	Improved Terrain Expertise	8
Covert Defensive Talent Tree	4	Skill Talent Tree	8
Evasion.....	4	Skill Aptitude	8
Uncanny Dodge	4	Skill Competency.....	8
Improved Uncanny Dodge.....	4	Skill Proficiency.....	8
Covert Offensive Talent Tree	4	Skill Expertise.....	8
Opportunist	4	Sniper Talent Tree	9
Sneak Attack	4	Camouflage	9
Crippling Strike.....	5	Careful Aim.....	9
Covert Scout Talent Tree.....	5	Critical Strike.....	9
Skill Mastery	5	Quick Aim.....	9
Trapfinding.....	5	Social Talent Tree.....	10
Trap Sense.....	5	Association Membership	10
Craft Talent Tree	6	Association Favours.....	10
Craft Competence	6	Multiple Memberships	10
Made To Last	6	Connections.....	10
Potent Weapon	6		



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 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Capable Hero Specialized Class Copyright 2005, Sword's Edge Publishing; Author Fraser Ronald
 Combat Hero Specialized Class Copyright 2005, Sword's Edge Publishing; Author Fraser Ronald
 Counter-Terrorism Assaulter Prestige Class Copyright 2005, Sword's Edge Publishing; Author Fraser Ronald
 Covert Hero Specialized Class Copyright 2005, Sword's Edge Publishing; Author Fraser Ronald
 Spec Ops Recce Prestige Class Copyright 2005, Sword's Edge Publishing; Author Fraser Ronald
 Special Operations Marksman Prestige Class Copyright 2005, Sword's Edge Publishing; Author Fraser Ronald
 Roles and Classes: Talent Trees Assembled Copyright 2005, Sword's Edge Publishing; Author Fraser Ronald

DESIGNATION OF PRODUCT IDENTITY: As per section 1(e) of the Open Game License, version 1.0a, the following are designated as Product Identity: SEP; Roles and Classes; all artwork.

DESIGNATION OF OPEN CONTENT: As per section 1(d) of the Open Game License, version 1.0a, the following are designated as Open Content: all text.

Photographs courtesy of Austrian Armed Forces and Korps Commandotroepen, Royal Netherlands Army.

'd20 System' and the 'd20 System' logo are trademarks of Wizards of the Coast, Inc. and are used according to the terms of the d20 System License version 6.0. A copy of this License can be found at www.wizards.com/d20.

d20 Modern and Wizards of the Coast are trademarks of Wizards of the Coast, Inc. in the United States and other countries and are used with permission.

**ROLES & CLASSES:
TALENT TREES ASSEMBLED**

is from SEP's ROLES AND CLASSES line.

Also look for:

CAPABLE HERO SPECIALIZED CLASS

COMBAT HERO SPECIALIZED CLASS

COVERT HERO SPECIALIZED CLASS

COUNTER-TERRORISM ASSAULTER PRESTIGE CLASS

SPECIAL OPERATIONS MARKSMAN PRESTIGE CLASS

and

SPEC OPS RECCE PRESTIGE CLASS

All from Sword's Edge Publishing

