

THE COUNTER-TERRORISM ASSAULTER

A PRESTIGE CLASS FOR THE MODERN D20 SYSTEM™

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THE COUNTER-TERRORISM ASSAULTER

The CT Assaulter is a member of a unit tasked to counter-terrorism (CT)—such as the SAS' Special Project Team or GSG-9 from Germany—or hostage-rescue (HR)—such as the FBI's Hostage Rescue Team (HRT) or Grupo Operacional Contra Extorsion y Secuestros (Anti-Extortion and Kidnapping Operational Group or GOES) from Columbia. CT Assaulters may also be found in other areas of the military—such as Naval Boarding Parties or Fleet Anti-terrorism Security Teams—and in many police forces at all levels of government, including municipal SWAT teams. CT Assaulters make up the main force used during an entry, room clearing or building assault, be that to rescue hostages, make an arrest or neutralize a threat. Entries are extremely dangerous and require extensive training and preparation.

Each entry is unique, though certain techniques have been developed and disseminated through CT and HR units. Cutting power to the target location is common. The mode of entry may be through a door (the hinges being blown off using a special round in a shotgun), a window (shaped charges applied to the window will remove it quite quickly) or through a hastily created portal (explosives of some sort are a common tool to expedite entry). Flash-bang grenades are standard weapons to stun opponents and innocents alike. Once inside the location, the CT Assaulters must quickly eliminate all threats without harming any innocents or hostages.

Whether part of the military—such as 1st Special Forces Operational Detachment - Delta (also known as Delta Force or Combat Application Group) from the USA or GROM from Poland—or from a civilian force—such as Groupement d'Intervention de la Gendarmerie Nationale (National Police Intervention Group or GIGN) from France—CT Assaulters are usually members of elite units or groups. Being the most common visual image of an elite CT or HR force, the public perception of CT Assaulters is often romantic or at least tainted by Hollywood action tropes. Far from being romantic, though certainly exciting, the role of these high-speed door-kickers is exceedingly dangerous

and difficult. Entering into a hostile, enclosed area though a small portal that usually only allows a single entrant at a time and then removing the threats in that area without harming innocents is the bread and butter of the CT Assaulter. A single mistake could lead to multiple deaths, among the CT Assaulter's team but also of any hostages or by-standers. The CT Assaulter must be beyond professional to be effective.

REQUIREMENTS

To qualify to become a CT Assaulter, a character must fulfill the following criteria.

BASE ATTACK BONUS: +6

Skills: Disable Device 6 ranks, Knowledge (tactics) 4 ranks, Move Silently 6 ranks, Spot 6 ranks.

Feats: Advanced Firearms Proficiency, Personal Firearms Proficiency, Precise Shot

CLASS INFORMATION

The following information pertains to the CT Assaulter prestige class.

HIT DIE: 1d8

CLASS SKILLS

The CT Assaulter's class skills are as follows: Balance (Dex), Bluff (Cha), Computer Use (Int), Climb (Str), Demolitions (Int), Disable Device (Int), Disguise (Cha), Drive (Dex), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (tactics) (Int), Listen (Wis), Move Silently (Dex), Repair (Int), Search (Wis), Sense Motive (Wis), Spot (Wis), Swim (Str), Treat Injury (Wis), and Tumble (Dex)

Skill Points at each level: 5 + Int modifier

Action Points: CT Assaulters gain a number of action points equal to 6 + one-half their character level, rounded down, every time they attain a new level in this class.

CLASS FEATURES

All of the following are class features of the CT Assaulter.

TABLE: THE CT ASSAULTER

CLASS LEVEL	BASE ATTACK	FORT	REF	WIL	CLASS FEATURE	DEF	REP
1	+1	+1	+1	+0	Talent, Bonus Feat	+1	+0
2	+2	+1	+2	+0	Bonus Feat	+1	+0
3	+3	+2	+2	+0	Cross-Training	+2	+1
4	+4	+2	+2	+1	Talent	+2	+1
5	+5	+2	+3	+1	Bonus Feat	+3	+1
6	+6	+3	+3	+1	Cross-Training	+3	+2
7	+7	+3	+4	+2	Talent	+4	+2
8	+8	+4	+4	+2	Bonus Feat	+4	+2
9	+9	+4	+4	+2	Cross-Training	+5	+3
10	+10	+4	+5	+3	Talent, Bonus Feat	+5	+3

TALENTS

At 1st, 4th, 7th and 10th levels, the CT Assaulter selects a talent from the following talent trees. As long as the character qualifies, he can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

ASSAULT TALENT TREE

Most special operations forces are trained in room clearing and assaulting enclosed areas—such as buildings, aircraft, train cars, etc—to rescue hostages, make an arrest or neutralize a threat.

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.

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 all critical threats in 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

FIREARMS TRAINING TALENT TREE

One cornerstone of CT Assaulter training is firearm drill. Thousands of rounds are expended on both shooting ranges and in “killing houses”—specially designed training areas for close quarters drill using firearms.

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.

Prerequisites: Proficiency in weapon chosen

PERSONAL WEAPON SPECIALIZATION: The character chooses a weapon with which he has Personal Weapon Focus talent. Personal Weapon Specialization provides the benefit of the Weapon Specialization feat. 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.

Prerequisites: Personal Weapon Focus talent 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.

Prerequisites: Personal Weapon Specialization 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.

Prerequisites: Personal Weapon Specialization talent with the weapon chosen

BONUS FEAT

At 1st, 3rd, 5th, 7th and 9th level, a CT Assaulter gains a bonus feat from this list below. The CT Assaulter must meet the prerequisites of the feat to select it.

Acrobatic, Alertness, Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy), Athletic, Blind-Fight, Burst Fire, Combat Reflexes, Dead Aim, Defensive Martial Arts, Dodge, Double Tap, Endurance, Exotic Firearms Proficiency, Far Shot, Focused, Improved Damage Threshold, Improved Initiative, Improved Trip, Lightning Reflexes, Mobility, Point Blank Shot, Quick Draw, Quick Reload, Run, Shot on the Run, Stealthy, Strafe, Toughness, Weapon Focus.

CROSS-TRAINING

At 3rd, 6th and 9th level, the CT Assaulter selects a talent from the available class talent trees (Assault and Firearms Talent Trees) or from the following talent tree. As long as the character qualifies, he or she can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.





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 his target, be it personnel or equipment, quickly.

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.

Prerequisites: Survival 6.

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, he can't move, even to take a 5-foot step, until after the character makes his next attack, or the benefit of the talent is lost. Likewise, if the character's concentration is disrupted or the character is attacked before his 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: Far Shot feat, Personal Weapon 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 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.

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

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



**STAFF SERGEANT JACKSON MYLES,
MILITARY COUNTER-TERRORISM
ASSAULTER**

Fast Hero 4/ Infiltrator 2/ Soldier 3/

CT Assaulter 1: CR 10; HD 4d8+8 plus 2d8+4 plus 3d10+6 plus 1d8+2; hp 68; MAS 14; Init +3; Spd 30ft. (25 ft. in armor); Def 27, touch 22, flatfooted 24; BAB +7/+2; Grap +7; Atk +7/+2 melee (1d4, unarmed), or +12/+7 ranged (2d6+2, HK MP5), or +10/+5 ranged (2d6, 92F); FS 5 ft. by 5 ft.; Reach 5 ft.; AL CT Platoon, Military, Nation; SV Fort +6, Ref +11, Will +3; AP 5; Rep +2; Str 11, Dex 16, Con 14, Int 12, Wis 13, Cha 8.

Skills: modifiers shown in parentheses reflect armor penalty, Balance +8 (+4), Bluff +2, Demolitions +6, Disable Device +7, Escape Artist +9 (+5), Hide +11 (+7), Intimidate +4, Jump +2 (-2), Knowledge (current events) +4, Knowledge (streetwise) +4, Knowledge (tactics) +6, Listen +7, Move Silently +15 (+11), Sleight of Hand +8, Spot +7, Swim +2 (-2), and Tumble +8 (+4).

Feats: Advanced Firearms Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Combat Martial Arts, Double Tap, Precise Shot, Personal Firearms Proficiency, Point Blank Shot, Stealthy, Quick Reload.

Talents (Fast Hero): Evasion, Opportunist.

Class Features (Infiltrator): Improved Implements, Sweep.

Class Features (Soldier): Weapon Focus (HK MP5), Weapon Specialization (HK MP5).

Talents (CT Assaulter): CQD.

Occ: Military (Knowledge [tactics], Move Silently)

Possessions (on person, 43.5 lbs.): HK MP5 with laser sight, illuminator, and suppressor, 8 MP5 magazines, Beretta 92F in hip holster, 2 Beretta magazines, fatigues (black), first aid kit, gasmask, light-duty vest armor, lockpick set, lock release gun, mesh vest (load bearing vest), multi-purpose tool, professional walkie-talkie (tactical radio), zip-tie handcuffs (25).

Note: due to mesh vest, Jackson is not encumbered.

Jackson had always been an ambitious individual. He excelled at everything to which he set himself. If he wasn't the captain of the team, he sure as heck was the star player. From humble beginnings, Jackson decided his best course of action was the military. There he could acquire job skills as well as experience. Rather than become a means to a career, the army became Jackson's career. He quickly came to the notice of his superiors. If there was a chance for training, Jackson took it. When the opportunity presented itself to apply for the elite, counter-terrorism unit of the army, Jackson made his attempt. As everyone expected, Staff Sergeant Myles was accepted on his first attempt.

**MARIA GONZALEZ, LAW ENFORCEMENT
COUNTER-TERRORISM ASSAULTER**

Fast Hero 3/ Dedicated Hero 2/ Smart Hero 1/Strong Hero 3/ CT Assaulter 1: CR 10; HD 3d8+6 plus 2d6+4 plus 1d6+2 plus 3d8+6 plus 1d8+2; hp 62; MAS 14; Init +6; Spd 30ft. (25 ft. in armor); Def 25, touch 20, flatfooted 23; BAB +7/+2; Grap +7; Atk +7/+2 melee (1d6, extendable baton), or +11/+6 ranged (2d6, HK MP5), or +10/+5 ranged (2d6, Glock); FS 5 ft. by 5 ft.; Reach 5 ft.; AL SRT, Police, City; SV Fort +8, Ref +6, Will +5; AP 5; Rep +3; Str 10, Dex 15, Con 14, Int 13, Wis 10, Cha 12.

Skills: modifiers shown in parentheses reflect armor penalty, Balance +7 (+2), Climb +4 (-1), Disable Device +8, Demolitions +5, Hide +7 (+2), Intimidate +7, Investigate +4, Knowledge (current events) +4, Knowledge (streetwise) +4, Knowledge (tactics) +5, Listen +7, Move Silently +8 (+3), Sleight of Hand +5, Spot +8, Treat Injury +4 and Tumble +7 (+2).

Feats: Advanced Firearm Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Combat Reflexes, Double Tap, Improved Initiative, Personal Firearms Proficiency, Point Blank Shot, Precise Shot.

Talents (Fast Hero): Evasion, Uncanny Dodge.

Talents (Dedicated Hero): Empathy.

Talents (Smart Hero): Savant (disable device).

Talents (Strong Hero): Improved Melee Smash, Melee Smash.

Talents (CT Assaulter): Personal Weapon Focus (HK MP5).

Occ: Law Enforcement (Intimidate, Listen)

Possessions (on person, 41.5 lbs.): HK MP5 with laser sight and illuminator, 6 MP5 magazines, Glock 17 in hip holster, 2 Glock magazines, extendable baton, fatigues (black), first aid kit, gasmask, lockpick set, lock release gun, mesh vest (load bearing vest), multi-purpose tool, professional walkie-talkie (tactical radio), tactical vest armor, zip-tie handcuffs (25).

Note: due to mesh vest, Gonzalez is not encumbered.

Maria had always dreamed of being a police officer. While she grew up in an era in which female patrol officers were common, they were not common in all aspects of law enforcement. Maria didn't realize this until already out of training. She loved being a patrol officer, but she wanted that Special Weapons And Tactics position. In her city, the Special Response Team was the forced entry, assault unit, and that's where she wanted to be. That didn't matter, though, because no woman had ever been accepted into the SRT. Maria didn't take no for an answer. She pushed and she pushed and finally, more to shut her up than anything else, she was allowed to take the test.

All that needs be said is she now leads the entry team.

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