

Gear Krieg

Roleplaying Game

**Bonus NPCs:
Generic Sniper
Generic Field Medic
Betsudotai Commando
NKVD Commissar**

By

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Generic Sniper

These silent, deadly attackers use high-powered rifles with optical sights to pick off their targets from a distance. Snipers can be found in practically every army of the world, lurking in trees, bell towers, or any elevated, shadowed location. Snipers may operate singly; they may also operate in small groups of other snipers or attached to a specific infantry unit. Typical tactics involve immobilizing an enemy soldier in an open area (usually with a bullet through the knee) in the hopes that the wounded soldier's comrades will venture forth from cover and try to rescue him. The sniper will then pick off as many as he can.

Equipment: Sidearm, fatigues, sniper rifle (either generic or specific type appropriate to nationality), 6 full magazines' worth of ammunition for the rifle (or whatever is appropriate to the sniper's nationality).

SiICORE Stats

Attributes: AGI +1, APP 0, BUI 0, CRE +1, FIT 0, INF 0, KNO 0, PER +1, PSY 0, WIL 0

Secondary Attributes: STR 0, HEA 0, STA 25, UD 4, AD 3

Skills: Athletics (1/1), Combat Sense (2/2), Defense (1/1), Disguise (1/1), Hand to Hand (1/1), Notice (2/1), Small Arms (2/1), Stealth (2/2), Survival (1/1)

Basic SiICORE Costs: 19 Character Points, 29 Skill Points.

OGL Stats

Sniper (Fast Ordinary 6), CR 5; Medium-sized human; HD 6d6; hp 21; Mas 11; Init +2; Spd 30 ft.; Defense 18, touch 18, flat-footed 16 (+2 Dex, +6 Class); BAB +4; Grap +5; Atk +5 melee (1d3+1, fists/as weapon type); Atk +6 ranged (as weapon type); SQ none; AL any; SV Fort +2, Ref +3, Will +2; AP 0; Rep +2; Str 12, Dex 14, Con 11, Int 13, Wis 13, Cha 11

Skills: Balance +3, Climb +3, Disguise, Hide +7*, Listen +3, Move Silently +5, Navigate +3, Spot +5, Survival +3

Feats: Dead Aim, Far Shot, Personal Firearms Proficiency, Simple Weapons Proficiency

Talents: None

*Includes occupation bonus.

Generic Field Medic

The field medic has the most difficult task of the war: patch up wounded soldiers in or near active combat zones. Medics are well marked in order to be recognized from a distance. It is hoped that enemy combatants will give some consideration to the medic's status and not shoot him as he goes about his humanitarian mission.

Equipment: Fatigues, helmet, medical kit. Some medics carry a sidearm (either a medium revolver or medium automatic pistol).

SilCORE Stats

Attributes: AGI 0, APP 0, BUI 0, CRE +1, FIT 0, INF 0, KNO +1, PER +1, PSY 0, WIL 0

Secondary Attributes: STR 0, HEA 0, STA 25, UD 3, AD 3

Skills: Athletics (1/1), Combat Sense (1/1), Defense (2/1), Medicine (Combat) (3/2), Natural Sciences (Life) (1/1), Notice (2/1), Small Arms (1/1)

Basic SilCORE Costs: 19 Character Points, 30 Skill Points.

OGL Stats

Medic (Dedicated Ordinary 4), CR 3; Medium-sized human; HD 4d6; hp 14; Mas 11; Init +1; Spd 30 ft.; Defense 14, touch 14, flat-footed 13 (+1 Dex, +3 Class); BAB +3; Grap +3; Atk +3 melee (1d3, fists/as weapon type); Atk +4 ranged (as weapon type); SQ none; AL any; SV Fort +2, Ref +2, Will +3; AP 0; Rep +2; Str 11, Dex 12, Con 11, Int 14, Wis 13, Cha 11

Skills: Jump +2, Knowledge (earth and life sciences) +5, Listen +5*, Search +5, Spot +7*, Survival +3, Treat Injury +8*

Feats: Alertness, Heroic Surge, Simple Weapons Proficiency

Talents: None

*Includes feat and occupation bonuses

Betsudotai Commando

The mysterious ninjas, mystic assassins of ancient Japan, have been recruited by the Emperor to destroy all those who stand against the empire! Masters of stealth and guile, these shadowy foes normally operate in teams of two to six. They can also be organized into squads of 10, which include 2 snipers. Favored tactics involve slipping behind enemy lines and inspiring fear and confusion via standard hit-and-fade tactics. Sometimes, however, they will leave a more “subtle” message – an assassination or a specific act of vandalism or sabotage – to let their enemies know that there is nowhere that is safe from the ninja.

Equipment: Specialized fatigues, short sword, 3 doses of *Strength of Virtuous Spirit* combat drug, satchel charge, night vision goggles (can see as if daylight), medium SMG (or folding Type 100 – see Signature Weapons PDF file) and four full magazines of ammunition.

Optional Equipment: Sniper rifle, climbing gear, smoke grenades.

Equipment Note: Betsudotai are the elite of Japan’s fighting forces. As such, they have access to any equipment and superscience currently in the country’s arsenal. Often the only issue is whether requested items can be delivered by the requested time.

SilCORE Stats

Attributes: AGI +1, APP 0, BUI 0, CRE 0, FIT +2, INF 0, KNO 0, PER +1, PSY 0, WIL 0

Secondary Attributes: STR +1, HEA +1, STA 30, UD 8, AD 8

Skills: Combat Sense (2/2), Defense (2/1), Demolition/Traps (1/1), Disguise (1/1), Hand to Hand (2/2), Melee (2/2), Notice (2/1), Small Arms (2/1), Stealth (2/2)

Basic SilCORE Costs: 24 Character Points, 42 Skill Points.

OGI Stats

Betsudotai Commando (Ordinary Fast 6), CR 5; Medium-sized human; HD 6d8+8; hp 33; Mas 13; Init +3; Spd 30 ft.; Defense 19, touch 19, flat-footed 16 (+3 Dex, +6 Class); BAB +4; Grap +7; Atk +7 melee (1d4*+3, fists/as weapon type); Atk +7 ranged (as weapon type); SQ none; AL ninja; SV Fort +3, Ref +6, Will +3; AP 0; Rep +X; Str 16, Dex 16, Con 13, Int 11, Wis 12, Cha 11

Skills: Balance +4, Climb +5, Demolitions +4, Disable Device +1, Escape Artist +4, Hide +8, Move Silently +8, Swim +1, Tumble +8

Feats: Archaic Weapons Proficiency, Combat Martial Arts, Personal Firearms Proficiency, Simple Weapons Proficiency

Talents: None

*Includes Combat Martial Arts. Damage may be lethal or non-lethal at character’s discretion.

NKVD Commissar

The scourge of the Red Army, the NKVD Commissars are responsible for the political well being of the soldiers. Most Commissars are fanatically loyal to the Communist Party. This is not to say that they are raving or mentally impaired; rather, they have made upholding Party ideals the single purpose of their lives. Unfortunately, Commissars cannot be easily dismissed. They have the power to shoot anyone for anything they consider treasonous or cowardly, and most military units have several Commissars attached to monitor the troops. To make matters worse, many Commissars outrank the commanders of the units to which they are assigned, and in the heat of battle Commissars may start overriding orders that they deem politically inappropriate – even if countermanding those orders gets the unit killed.

Equipment: Uniform, hat (helmet if in combat zones), satchel full of the latest propaganda, heavy automatic pistol (or Tokarev – see Signature Weapons PDF file) with 2 extra box magazines of ammunition.

Optional Equipment: Heavy revolver (or Nagant M1895 revolver – see Signature Weapons PDF file) and silencer.

SilCORE Stats

Attributes: AGI 0, APP 0, BUI 0, CRE 0, FIT 0, INF +1, KNO 0, PER +1, PSY +1, WIL 0

Secondary Attributes: STR 0, HEA 0, STA 25, UD 3, AD 3

Skills: Combat Sense (1/1), Defense (1/1), Etiquette (Communist Party) (2/2), Interrogation (2/2), Investigation (2/1), Leadership (1/1), Notice (2/1), Small Arms (2/1), Teaching (2/1), Trivia/Lore (Communist Propaganda) (2/1)

Basic SilCORE Costs: 19 Character Points, 39 Skill Points.

OGL Stats

NKVD Commissar (Charismatic Ordinary 6), CR 5; Medium-sized human; HD 6d6+6; hp 27; Mas 12; Init +1; Spd 30 ft.; Defense 13, touch 13, flat-footed 12 (+1 Dex, +2 Class); BAB +3; Grap +4; Atk +3 melee (1d3, fists/as weapon type); Atk +4 ranged (as weapon type); SQ none; AL Communist Party; SV Fort +4, Ref +4, Will +3; AP 0; Rep +3; Str 11, Dex 12, Con 12, Int 11, Wis 12, Cha 15

Skills: Diplomacy +9, Gather Information +8, Intimidate +9, Investigate, Knowledge (behavioral science) +5, Knowledge (current events) +3, Knowledge (theology and philosophy) +8, Listen +4, Move Silently +1, Perform (act) +3, Sense Motive +6, Spot +3

Feats: Frightful Presence (see description in d20 Modern, Will save [DC15]) Personal Firearms Proficiency, Simple Weapons Proficiency

Talents: None

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