

STAR LOG.EM-010

OPERATIVE SPECIALIZATIONS



STARFINDER
COMPATIBLE



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Everyman Gaming began as the blog of Alexander Augunas in January 2014, where he wrote about Pathfinder Roleplaying Game tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name *Guidance*. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with Rogue Genius Games to release *Ultimate Occult* and has remained with them since.

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~ Alexander Augunas
Publisher & Crunchmaster of Everyman Gaming LLC

ACCESSING ARCHIVES QUERY: PRODUCT NAME

Hello, and thank you for purchasing *STAR LOG.EM010: OPERATIVE SPECIALIZATIONS*! Operatives come in all shapes, sizes, and talents, so when you're hiring your very own operative (or looking to gain the training to become one yourself) it's important to know the fields roles that your candidate can cover. Some tips and pointers for this are described below.

Master of All Trades: Although plenty of operatives like to pretend that they're cool and say lines like, "I have a very specific set of skills," in truth operatives are really good at most skillful tasks, even ones that they don't specialize in. They've honed their bodies and minds so that even with just a little bit of know-how, most operatives can be competitive in a wide variety of tasks. Operatives often dabble in skills belonging to a variety of trades and professions as their jobs require, so it's best to think of your operative's entire set of skills rather than just one or two of them.

Tricky, But Not Mighty: Operatives have a bit of a reputation for their skillful attacks, and many think them to be just as competent as soldiers on the battlefield. While it's true that an operative who plays to their strengths is a force to reckon with, it's no easy task to catch foes unaware with a trick attack, and they lack the precision of the soldier when it comes to battle. Overall, an operative can be effective on the battlefield, but their foray is skillfulness first and foremost.



OPERATIVE SPECIALIZATIONS

Your specialization represents your primary area of expertise. Pick one specialization upon taking your 1st level of the operative class. Once made, this choice cannot be changed. Your specialization grants you the Skill Focus feat in your specialization's associated skills, and you gain a free skill rank in each of those skills at each operative level (this does not allow you to exceed the maximum number of skill ranks in a single skill).

CRACKERJACK

Dabbling in a variety of skills, you are a jack-of-all-trades capable of adapting to nearly any situation.

Associated Skills: At 1st level, you choose any two skills as your specialization's associated skills. You can use these skills to make a trick attack. Your choices must be operative class skills or skills that were added to your list of class skills by your racial traits or 1st level theme power. If the chosen skill isn't Dexterity-based, you gain a +4 bonus on skill checks made with that skill to make a trick attack.

Specialization Exploit: Unconventional skill.

Dillennette Dabbler (Ex): At 11th level, you choose one skill that you have a number of ranks in that is equal to or less than half of your total character level at the start of each day. When making skill checks with this skill, you count as having an additional number of ranks invested in that skill equal to half your level (this does not allow you to exceed the maximum number of skill ranks in a single skill). This allows you to make skill checks with the chosen skill if it is normally trained-only, and you gain all of the usual benefits for being trained in that skill (such as gaining an additional +3 bonus on checks made with the skill if it is on your list of class skills).

You can reassign which skill this ability applies to in one of the following ways: by taking an 8-hour rest, by taking a 10-minute rest to regain Stamina Points and spending 1 Resolve Points instead of the usual 1 Resolve Point, or by spending a move action and 4 Resolve Points.

POISONER

You are skilled at using poisons against your foes.

Associated Skills: Medicine and Sleight of Hand. When you use Medicine to make a trick attack while wielding a weapon with the injection special property that is loaded with a dose of poison or a melee weapon that deals piercing or slashing damage that is coated with poison, you gain a +4 bonus on your check (you don't gain this bonus if your target is immune to poison).

Specialization Exploit: Fast poisoner.

Trick Poisoner (Ex): At 11th level, you can attempt to wrack your target with poison as your debilitating trick. When doing so, the save DC of any poison that you inject your target with as part of the attack you made with your trick attack increases by 2 for its duration. If the poison's end state is dead, you can choose to adjust the poison's end state to be one step before dead instead. You must make this choice

before your target attempts its save against your poison, and once chosen it cannot be changed.

SCAREMONGER

You specialize in culling the competition through fear and intimidation.

Associated Skills: Bluff and Intimidate. You gain a +4 bonus on Bluff and Intimidate checks to make trick attacks if your opponent isn't immune to mind-affecting effects.

Specialization Exploit: Frightful trick.

Fearsome Mein (Ex): At 11th level, you can terrify enemies with ease. Whenever you hit an enemy with a trick attack and choose to make your target flat-footed or off-target, your enemy also becomes shaken as if you had chosen to use the frightful trick operative exploit. Both conditions count as a single option for the purpose of the debilitating trick and double debilitation class features

SPELLSTEALER

You covet magic and possess the skills to bend and steal it from others.

Associated Skills: Mysticism and Sleight of Hand. When you use Mysticism to make a trick attack, you gain a +4 bonus on the check and your trick attack counts as magic for the purpose of bypassing damage reduction and other situations, such as attacking incorporeal creatures.

Specialization Exploit: Spell steal.

Spellcrash (Su): At 11th level, you can attempt to drain your target's spell energy for your debilitating trick. When doing so, your opponent must succeed on a Will save or lose one of its available 3rd level or lower spell slots as if it had been used to cast a spell. This ability always affects higher-level spell slots before lower-level spell slots. At 14th level, this ability affects 4th level or lower spell slots. At 17th level, this ability affects 5th level or lower spell slots. At 20th level, this ability affects 6th-level or lower spell slots.

NEW OPERATIVE EXPLOITS

You learn your first operative exploit at 2nd level, and an additional exploit every 2 levels thereafter. Operative exploits require you to have a minimum operative level, and they are organized accordingly. Some require you to meet additional prerequisites, such as having other exploits.

10TH-LEVEL

You must be at least 10th level to choose these exploits.

Fast Poisoner (Ex): Once per round you can load a weapon with the injection weapon property with a dose of poison or apply a dose of poison onto a melee weapon that deals piercing or slashing damage as part of the action you use to make an attack with that weapon.

Frightful Trick (Ex): For your debilitating trick, you can cause the target to become shaken until the beginning of your next turn instead of flat-footed or off-target. An opponent that

is immune to fear effects cannot be made shaken by this exploit.

Spell Steal (Su): For your debilitating trick, you can attempt to steal a beneficial magical effect from your target. When doing so, you attempt a dispel check against your target (as if using the targeted version of dispel magic), using your operative level as your caster level and targeting harmless spells only). If you successfully dispel the spell, your target must succeed at a Will save or you gain the benefits of the dispelled spell for a number of rounds equal to your level or the spell's remaining duration when it was dispelled, whichever is lower. Once you have used this ability, you cannot do so again until you take a 10 minute rest and spend 1 Resolve Point to regain your Stamina.

You must be able to cast a spell or spell-like ability to select this operative exploit.

Unconventional Skill (Ex): Choose one skill that is on your list of class skills. You add the chosen skill to your specialization's list of associated skills, gaining all the associated benefits from the operative class for doing so. (You gain Skill Focus with the chosen skill, can use the chosen skill to make trick attacks, gain one free skill rank in this skill for every operative level you have, and gain another free skill rank in this skill at each operative level.) If you already had skill ranks in the chosen skill, those ranks are immediately refunded to you and you can spend them as you wish in other skills. If you have chosen this skill with Skill Synergy or a similar class feature or feat, you may immediately reassign those choices to different skills if this option would render those choices redundant.

OPERATIVES IN XA-OSORO

Operatives are a common sight in the Xa-Osoro System—some might even say that they are the backbone of daily living in the wake of the Regicide. Where envoys often represent the faces of the system's various corporations and factions, operatives often represent their heart, because how an organization handles and employees its operatives is telling of their overall goals and methodologies. 'Operative' is an intentionally loose term in Xa-Osoro, and as a result operatives serve a myriad of functions for their employers. One operative might be tasked with infiltration, another espionage, and another counter intelligence. While larger corporations prefer to keep their own staff of operatives at hand for corporation missions and duties, smaller ones often hire operatives as freelance agents or mercenaries, paying them for a short while before the company and the operative part ways.

Exact rosters of which corporations and factions employ operatives aren't easy to ascertain—by the very nature of their work, there is little advantage in a company's rivals knowing precisely how many operatives they have on the payroll, so this knowledge is often a well-kept secret and usually subject to a certain level of professional and legal exaggeration. Some wealthy corporations have even been known to hide payrolls for supposed operatives deep in their financial reports, only for it later to surface that the company wasn't actually employing any operatives at all.

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