

### **EF Special Forces Operative**

EarthForce Army and Navy have numerous Special Forces units, specializing in a particular field of operations. From the medical teams of the Combat Search and Rescue units to the elite SAS or Ravedchiks, these forces do the missions and go where conventional forces would never survive. These exalted bands of brothers draw recruits from the best the Armed Forces have to offer – the units are kept small because every member of a Special Forces unit must be able to utterly and completely trust and rely on his fellows.

The different Army forces modeled by this prestige class are:

- Special Assault Service (SAS)
- Combat Swimmer Flotillas (CSF)
- Razvedchiks (FCRU)
- Assault Rangers (CAS)
- Combat Search and Rescue (CSR)
- Forward Air and Space Combat Control (FASCC)
- Special Air Wings (SAW)
- Blue Berets
- Special Action Teams (SATs)
- Counter-Terrorism/Hostage Rescue Regiment (CTHR)
- Hostile Environment Forces (HEF)

Each unit has its own unique skills and requirements.

The following Naval forces can also be modeled by this class:

- Long Range Strike Force (LRSF)
- Heavy Assault Group (HAG)
- Jump Combat Team (JCT)
- Starhunters

Not every crewman on board, say, a Heavy Assault Group vessel would have the Special Forces Operative (HAG) prestige class – only the commanding and elite officers on board. Each unit has its own unique skills and requirements.

**Additional Hit Points: 3.**

## Special Forces Operative

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+2	First Special Ability
2	+2	+3	+3	+3	To the Limit +4
3	+3	+3	+3	+3	Second Special Ability
4	+4	+4	+4	+4	To the Limit +6
5	+5	+5	+5	+5	Third Special Ability, To the Limit 2/day

### Requirements

To become a Special Forces Operative, a character must fulfil all of the following criteria.

#### ***Base Requirements***

**Race:** Human.

**Skills:** Knowledge (military) 4 ranks or Knowledge (tactics) 4 ranks and see below.

**Feats:** Weapons Proficiency (any) and see below.

**Influence:** Earth (Military) 12+

**Special:** Each of the different Special Forces units has its own added requirements:

#### ***Special Assault Service***

**Skills:** Notice 6 ranks, Stealth 8 ranks, Subterfuge 4 ranks, Survival 4 ranks

**Feats:** Weapons Proficiency (pistol, rifle, heavy)

#### ***Combat Swimmer Flotillas***

**Skills:** Athletics 6 ranks, Drive 6 ranks, Notice 4 ranks, Stealth 8 ranks, Survival 4 ranks

**Feats:** Great Fortitude, Weapons Proficiency (pistol, rifle).

#### ***Razvedchiks***

**Skills:** Computer Use 4 ranks, Notice 6 ranks, Stealth 8 ranks, Survival 4 ranks, Technical (electronics) 6 ranks

**Feats:** Data Access, Skill Focus (Stealth), Weapons Proficiency (pistol, rifle)

#### ***Assault Rangers***

**Skills:** Acrobatics 4 ranks, Athletics 4 ranks, Drive 6 ranks, Medical 4 ranks, Notice 8 ranks

**Feats:** Point Blank Shot, Rapid Shot, Weapon Focus (rifle or heavy), Weapons Proficiency (rifle, heavy).

***Combat Search and Rescue***

**Skills:** Concentration 6 ranks, Drive 4 ranks, Intrigue 4 ranks, Medical 6 ranks, Notice 6 ranks, Pilot 4 ranks, Stealth 6 ranks,

**Feats:** Nerves of Steel, Weapons Proficiency (rifle).

***Forward Air and Space Combat Control***

**Skills:** Computer Use 6 ranks, Concentration 6 ranks, Drive 4 ranks, Intrigue 4 ranks, Notice 6 ranks, Operations (piloting) 4 ranks, Pilot 4 ranks

**Feats:** Fire Control, Nerves of Steel

***Special Air Wings***

**Skills:** Acrobatics 6 ranks, Concentration 4 ranks, Pilot 4 ranks, Notice 6 ranks, Operations (piloting) 4 ranks,

**Feats:** Spacecraft Proficiency, Surface Vehicle Proficiency, Surface Vehicle Dodge

***Blue Berets***

**Skills:** Bluff 4 ranks, Concentration 6 ranks, Intrigue 4 ranks, Drive 4 ranks, Stealth 6 ranks, Telepathy 6 ranks

**Special:** Character must be a Telepath with a rating of P5 or higher.

***Special Action Teams***

**Skills:** Athletics 6 ranks, Intimidate 4 ranks, Intrigue 6 ranks, Notice 8 ranks, Stealth 8 ranks, Medical 4 ranks, Operations (any) 4 ranks, Pilot 4 ranks, Survival 4 ranks

**Feats:** Alertness, Blind-fight, Improved Initiative, Weapons Proficiency (pistol)

***Counter-Terrorism/Hostage Rescue Regiment***

**Skills:** Athletics 4 ranks, Bluff 4 ranks, Concentration 4 ranks, Diplomacy 4 ranks, Intrigue 6 ranks, Medical 4 ranks, Notice 6 ranks, Sense Motive 4 ranks, Stealth 6 ranks

**Feats:** Marksman, Negotiator, Precise Shot

***Hostile Environment Forces***

**Skills:** Athletics 4 ranks, Acrobatics 4 ranks, Medical 6 ranks, Survival 6 ranks, Technical (mechanical) 4 ranks

**Feats:** Armor Familiarity, Athletic, Great Fortitude.

### ***Long Range Strike Force***

**Skills:** Computer Use 6 ranks, Diplomacy 4 ranks, Knowledge (astrophysics) 8 ranks, Medical 6 ranks, Operations (piloting) 8 ranks, Pilot 6 ranks

**Feats:** Fire Control, Spacecraft Proficiency, Veteran Spacehand.

### ***Heavy Assault Group***

**Skills:** Computer Use 4 ranks, Knowledge (military) 8 ranks, Operations (gunnery) 8 ranks, Pilot 4 ranks

**Feats:** Spacecraft Proficiency, Fire Control, Improved Fire Control, Spacecraft Proficiency

### ***Jump Combat Team***

**Skills:** Computer Use 6 ranks, Knowledge (astrophysics) 4 ranks, Pilot 8 ranks, Operations (piloting) 6 ranks

**Feats:** Alertness, Fire Control, Spacecraft Proficiency

### ***Starhunters***

**Skills:** Computer Use 4 ranks, Knowledge (astrophysics) 4 ranks, Knowledge (military) 4 ranks, Operations (gunnery) 4 ranks, Operations (piloting) 4 ranks, Operations (sensors) 4 ranks, Pilot 4 ranks

**Feats:** Fire Control, Spacecraft Proficiency, Skill Focus (Operations - gunnery)

### **Class Skills**

The Special Forces Operative's class skills are: Acrobatics (Dex), Computer Use (Int), Concentration (Con), Notice (Wis), Survival (Wis).

The Operative also gains any skills listed above in the Special Skills requirement for his unit as class skills. For example, a Starhunter gains Knowledge (astrophysics), Knowledge (military), Operations (piloting) 4 ranks, Operations (sensors) 4 ranks, Operations (gunnery), and Pilot as class skills.

**Skill points** at each level: 4 + Int modifier.

## **Class Features**

**Special Ability:** Each special unit has unique special abilities bequeathed by the extensive training given to unit members, as follows. They can be chosen in any order at 1<sup>st</sup>, 3<sup>rd</sup>, and 5<sup>th</sup> level. Some abilities can be chosen multiple time and are stackable.

### ***Special Assault Service:***

1. **Covert Operations:** The SAS member gains a +2 bonus to Stealth checks. Furthermore, he gains the Blind-Fighting feat when fighting alongside another SAS member, thanks to the unit's co-ordination.
2. **Heavy Assault.** The SAS are shock troops. When attacking from surprise, the character can shock any enemy targets. Up to three enemies can be targeted in this fashion, as long as they are all within ten feet of each other. No attack roll is made, but the enemies must make a Will save (DC 10 + half the character's soldier and special forces class levels, plus the character's Charisma modifier, rounded down) or be forced to miss their next action and remain flat footed. This can be performed with any ranged attack.

This can be taken multiple times to increase either the area effect by 10 feet or the number of targets within the range by 1.

3. **Expert Saboteur:** The SAS member gains a +2 bonus to Subterfuge checks when using it to Sabotage. Also he can reduce the time required to perform Sabotage by half. This can be taken multiple times, for a stackable +2 damage.

### ***Combat Swimmer Flotillas***

1. **Endurance:** The character gains the Endurance feat for free, and may increase the amount of time he can hold his breath without drowning by 50%.
2. **Underwater Combat:** The characters gains a +2 bonus to his DV while underwater. This can be taken multiple times, for a stackable +2 damage.
3. **Expert Saboteur:** The SAS member gains a +2 bonus to Subterfuge checks when using it to Sabotage. Also he can reduce the time required to perform Sabotage by half. This can be taken multiple times, for a stackable +2 damage.

### ***Razvedchiks:***

1. **Superior Stealth:** The character is incredibly adept at staying unseen. If spotted by an opponent, the character may immediately make another Stealth check at a -10 penalty

against a DC of the opponent's Notice check result. If successful, the character stays hidden.

2. **Fast In, Fast Out:** Razvedchiks are trained to act under fire. A character with this ability may make a Concentration check (DC 15) to perform an extra action each round while in combat. This extra action cannot be an actual attack or move action, but the character could access a computer terminal, plant an explosive, give medical aid and so on while fighting and moving. If the Concentration check is failed, the character gets no extra action and suffers a -4 penalty to any attacks made that round.
3. **Hasty Retreat:** The character knows how to duck out of hand-to-hand combat safely. When a character ends up in hand-to-hand combat it often ends badly – most citizens prefer guns to brawling. This ability allows the Razvedchiks to step back to firing range safely. The Razvedchiks does not grant opponents a free attack when he leaves melee combat as long as he takes a double move to do so. The Razvedchiks does not have to move any farther than just out of melee range, but must still take a double move to use this feat. (*Gain Hasty Retreat feat*)

#### ***Assault Rangers:***

1. **Death From Above:** The Assault Rangers are trained to drop from orbit and clear a landing zone for other dropships and paratroopers. An Assault Ranger may choose to gain a +2 competence bonus to all attack rolls made in the first three rounds of a combat. However, the character then suffers a -2 penalty to all attack rolls made for the rest of the combat, as he is mentally and physically exhausted.
2. **Inspiring:** Assault Rangers are well regarded by GROPOS. The presence of an Assault Ranger gives a stackable +1 morale bonus to all saving throws made by human soldiers within 30 feet. This can be taken multiple times for an additional +1 bonus.

#### ***Combat Search and Rescue***

1. **Superior Trauma Medics:** No-one is better at saving lives than the CSR. The character restores an additional +2 points to the 1d6 when making a Medical check to give first aid. This can be taken multiple times for a stackable +2 bonus.
2. **Expert Search:** The character gains a +2 competence bonus to all Search and Spot checks. This can be taken multiple times for a stackable +2 bonus.

#### ***Forward Air and Space Combat Control***

1. **Raining Fire:** The character is skilled at co-ordinating fire from air and orbital assets. He can give the Fire Control or Improved Fire Control feats to a single pilot who is obeying

his orders for one round, but only when that pilot is firing at ground targets within sight of the character.

2. **Know Where To Hit Them:** When the character is using his Raining Fire ability, the pilot gains a +2 bonus to attack rolls and damage rolls. This ability can be taken a second time for an additional +2 bonus.

### ***Special Air Wings***

1. **Master Pilot:** The character may increase the DV of any Small or smaller vehicle he is piloting by +2. This can be taken multiple times for one of two results:
  - a. Increase bonus +1
  - b. Increase the size of the ship they can effect 1 level to Medium.
2. **Keep 'em alive:** The character always gets his cargo safely to the destination. He may reduce the severity of any critical hits on his vehicle by -10. This can be taken multiple times for an additional -5 to amount of damage the pilot can reduce in a critical hit.

### ***Blue Berets***

1. **Improved Discipline Focus:** Must have Discipline Focus in the Telepathic Discipline. The character with Discipline Focus in a particular Telepathic Discipline can reduce the amount of non-lethal damage taken by one die to a minimum of one die. This can be taken multiple times for different Telepathic Discipline.

### ***Special Action Teams***

1. **Years of Experience:** The character gains a +1 competence bonus to all skill checks. This can be taken multiple times for an additional +1 bonus.
2. **Elite Forces:** The character may permanently increase any one ability score by +1. This can be taken multiple times for an additional +1 bonus..

### ***Counter-Terrorism/Hostage Rescue Regiment***

1. **Protect the Innocent:** The character never accidentally hits a civilian, except in the most extreme of circumstances. The character may ignore the rules for Stray Shots (see page 167) unless he rolls a natural 1 on his attack roll.
2. **Stunning Shot:** Once per day, the character may make a Takedown attack. This works just like the attack made using the Marksman feat, but in addition to being an automatic critical, the target must make a Fortitude save (DC = 5 + the damage inflicted) or be stunned for 1d4 rounds.
3. **Takedown:** When the character has shot one foe dead, he may quickly begin firing at another. Essentially, this feat does for ranged weapons what Cleave does for melee

weapons. If the character deals a creature enough damage with a ranged weapon to make it drop (typically by dropping it to below zero hit points or killing it), he gets an immediate, extra ranged attack against another creature within four meters of the previous target. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature. He can use this ability once per round. (*Gain Takedown Feat, ignoring prerequisites*)

### ***Hostile Environment Forces***

1. **Endurance:** The character gains the Endurance feat for free, and may increase the amount of time he can hold his breath by 50%.
2. **Extreme Gravity Training:** The character may halve the Dexterity, Strength and Speed penalties (rounding down) caused by high or low gravity. This ability can be taken multiple times for each type of gravity – zero-gravity, low-gravity, heavy-gravity.
3. **Increased Physical Training:** +1 to any physical ability score (Strength, Dexterity, Constitution). This can be taken multiple times for an additional +1 bonus.

### ***Long Range Strike Force***

1. **Jury-Rig:** LRSF staff are trained to recycle and make do with a limited number of space parts, so they are experts at making repairs without the proper tools or parts. Assuming the character has the applicable Technical skill with at least 2 ranks or higher, he may make one repair per day attempt without any parts or supplies (and hence, for no cost). This can be taken multiple times to increase it the number of times it can be used per day.
2. **The Long Dark:** The character is trained to spend long periods of time out in space. He has used this time to sharpen his skills. He gains a +1 competence bonus to any two skills of his choice. This can be taken multiple times for an additional +1 bonus.
3. **Low Gravity Training:** The character may halve the Dexterity, Strength and Speed penalties (rounding down) caused by low gravity.

### ***Heavy Assault Group***

1. **Master Fire Control:** The character gains a +1 competence bonus to any attacks made with spacecraft weapons at a target with weapons locked. This can be taken multiple times for an additional +1 bonus.
2. **Improved Critical:** The character gains the benefit of the Improved Critical feat for any attacks he makes with spacecraft weapons.
3. **Low Gravity Training:** The character may halve the Dexterity, Strength and Speed penalties (rounding down) caused by low gravity.



### ***Jump Combat Team***

1. **Hyperspace Engagement Training:** The character gains a +1 bonus to all attacks and a +1 bonus to DV for any vessel he pilots when in hyperspace. This can be taken multiple times for an additional +1 bonus in each area.
2. **Drift Combat:** The character has learned to use the drifting currents and fluxes of hyperspace to his advantage. He may make a Knowledge (astrophysics) check (DC 15) at the start of any engagement; if the check is successful, the character gains a +2 bonus to Initiative and a +1 bonus to DV. This can be taken multiple times for an additional bonuses in each area.
3. **Low Gravity Training:** The character may halve the Dexterity, Strength and Speed penalties (rounding down) caused by low gravity.

### ***Starhunters***

1. **Improved Lock-on:** The character gains a +2 competence bonus to Operations (sensors) checks made to get a targeting sensor lock on an enemy ship. This can be taken multiple times for an additional +2 bonus.
2. **Targeted Critical:** Whenever the character deals a critical hit on an enemy ship, he may choose which section of the ship it applies to.
3. **Low Gravity Training:** The character may halve the Dexterity, Strength and Speed penalties (rounding down) caused by low gravity.

**To the Limit:** Special Forces operatives are literally the best and boldest that the EarthForce has to offer. By the time he reaches 2<sup>nd</sup> level, the character is able to make an almost superhuman effort in order to achieve his objectives. At 2<sup>nd</sup> level, once per day, the Special Forces operative is able to add a +4 circumstance bonus to any one skill check on a class skill. At 4<sup>th</sup> level, this bonus is increase to +6. At 5<sup>th</sup> level, this can be performed twice per day.