

# OPERATIVE

## SPECIALISATION

### SKILL FOCUS

Stufe **7** **SKILL MASTERY**  
Always able to take 10 in your focus skills.

### SPECIALISATION POWER

Stufe **11**

## OPERATIVE'S EDGE

**BONUS**  
 $+ = 1 + [ \text{Operative Level} + 1 ] \div 4$  Bonus to initiative and skill checks  
ROUND DOWN

## TRICK ATTACK

- 1st** Optionally, move up to your speed.
- 2nd** Make a Bluff, Intimidate or Stealth check  
 $DC = 20 + \text{Target's CR}$   
If successful, target is flat-footed.
- 3rd** Attack with an Operative melee weapon or small arm.

Stufe **1 3 5**  
Damage Bonus **1d4 1W8 W8** = Operative Level  $\div 2$   
ROUND UP

## DEBILITATING TRICK

Stufe **4** Make your target flat-footed or off-target for 1 round.

## DOUBLE DEBILITATION

Stufe **17** Apply two negative effects on trick attack.

## QUICK MOVEMENT

Stufe **3 10 15**  
Grundbewegungsrate **+3m +6m +30ft**

## UNCANNY AGILITY

Stufe **7** Never flat-footed. Opponents get no bonus for flanking or attacking you when prone.  
Covering fire and harrying fire have no effect on you.

## TRIPLE ATTACK

Stufe **8** When making a full attack with operative melee or small arms, make 3 attacks.

## QUAD ATTACK

Stufe **13** When making a full attack with operative melee or small arms, make 4 attacks.

## SUPREME OPERATIVE

When rolling a specialisation skill, roll twice and take the better of the two.

**20** Once a day as a move action, swap out any Operative exploit for any other.

## OPERATIVE EXPLOITS

**SAVING THROW** Operative Level  $\text{SG} = 10 + [ \text{Operative Level} \div 2 ] + \text{GE}$

**OPPOSED SKILL** Operative Level  $\text{SG} = 10 + [ \text{Operative Level} \times 1\frac{1}{2} ] + \text{GE}$

Stufe **2**

Stufe **4**

### SPECIALISATION EXPLOIT

Stufe **5**

Stufe **6**

Stufe **8**

Stufe **10**

Stufe **12**

Stufe **14**

Stufe **16**

Stufe **18**

Stufe **20**