

# OPERATIVE

## SPECIALISATION

### SKILL FOCUS

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

### SPECIALISATION POWER

Niveau  
**11**

## OPERATIVE'S EDGE

**BONUS**  
**+** = 1 + [ **Operative Level** + 1 ] ÷ 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 +** Target's CR  
If successful, target is flat-footed.
- 3rd** Attack with an Operative melee weapon or small arm.

Niveau **1 3 5**  
Damage Bonus **1d4 1d8** **d8** = Operative Level ÷ 2  
ROUND UP

## DEBILITATING TRICK

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

## DOUBLE DEBILITATION

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

## QUICK MOVEMENT

Niveau **3 10 15**  
Vitesse de base **+10ft +20ft +30ft**

## UNCANNY AGILITY

Niveau **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

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

## QUAD ATTACK

Niveau **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

**JET DE SAUVEGARDE** Operative Level  
**DD** = 10 + [ **Operative Level** ÷ 2 ] + **DEX**

**OPPOSED SKILL** Operative Level  
**DD** = 10 + [ **Operative Level** × 1½ ] + **DEX**

Niveau **2**

Niveau **4**

### SPECIALISATION EXPLOIT

Niveau **5**

Niveau **6**

Niveau **8**

Niveau **10**

Niveau **12**

Niveau **14**

Niveau **16**

Niveau **18**

Niveau **20**