

OPERATIVE

SPECIALISATION

SKILL FOCUS

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

SPECIALISATION POWER

Level 11

OPERATIVE'S EDGE

BONUS

+ = 1 + [+ 1] ÷ 4

Operative Level

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.

Level 1 3 5

Damage Bonus 1d4 1d8 d8 = Operative Level ÷ 2

ROUND UP

DEBILITATING TRICK

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

DOUBLE DEBILITATION

Level 17 Apply two negative effects on trick attack.

QUICK MOVEMENT

Level 3 10 15

Base Speed +10ft +20ft +30ft

UNCANNY AGILITY

Level 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

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

QUAD ATTACK

Level 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.

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

OPERATIVE EXPLOITS

SAVING THROW

Operative Level

DC = 10 + [÷ 2] + DEX

OPPOSED SKILL

Operative Level

DC = 10 + [× 1½] + DEX

Level 2

Level 4

SPECIALISATION EXPLOIT

Level 5

Level 6

Level 8

Level 10

Level 12

Level 14

Level 16

Level 18

Level 20