OPERATIVE

SPECIALISATION

SKILL FOCUS

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

SPECIALISATION POWER

Nível 11 _____

OPERATIVE'S EDGE

BÔNUS

$+ \boxed{} = 1 + [\underline{} \text{ Operative Level} + 1] \div 4$

— ROUND DOWN —

Bonus to initiative and skill checks

TRICK ATTACK

1st Optionally, move up to your speed.

2nd Make a Bluff, Intimidate or Stealth check

$\text{DC} = 20 + \text{Target's CR}$

If successful, target is flat-footed.

3rd Attack with an Operative melee weapon or small arm.

Nível	1	3	5
Bônus de Dano	1d4	1d8	$\boxed{ \text{d8}}$

$= \text{Operative Level} \div 2$

— ROUND UP —

DEBILITATING TRICK

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

DOUBLE DEBILITATION

Nível 17 — Apply two negative effects on trick attack.

QUICK MOVEMENT

Nível	3	10	15
Velocidade Basica	+3m	+6m	+30ft

UNCANNY AGILITY

Nível 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

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

QUAD ATTACK

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

SUPREME OPERATIVE

Nível 20 — When rolling a specialisation skill, roll twice and take the better of the two.
Once a day as a move action, swap out any Operative exploit for any other.

OPERATIVE EXPLOITS

SAVING THROW $\boxed{\text{CD}} = 10 + [\underline{} \text{ Operative Level} \div 2] + \text{DES}$

OPPOSED SKILL $\boxed{\text{CD}} = 10 + [\underline{} \text{ Operative Level} \times 1\frac{1}{2}] + \text{DES}$

Nível 2 _____

Nível 4 _____

SPECIALISATION EXPLOIT

Nível 5 _____

Nível 6 _____

Nível 8 _____

Nível 10 _____

Nível 12 _____

Nível 14 _____

Nível 16 _____

Nível 18 _____

Nível 20 _____