

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

Nível **1** **3** **5**
Bônus de Dano **1d4** **1d8** $d8 = \text{Operative Level} \div 2$
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** **+20m** **+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 Operative Level $\text{CD} = 10 + [\text{Operative Level} \div 2] + \text{DES}$

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

Nível **2**

Nível **4**

SPECIALISATION EXPLOIT

Nível **5**

Nível **6**

Nível **8**

Nível **10**

Nível **12**

Nível **14**

Nível **16**

Nível **18**

Nível **20**