

OPERATIVE

SPECIALISATION

SKILL FOCUS

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

SPECIALISATION POWER

Уровень
11

OPERATIVE'S EDGE

БОНУС **+** **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.
Уровень **1 3 5**
Damage Bonus **1к4 1d8** **d8** = **Operative Level** ÷ 2
ROUND UP

DEBILITATING TRICK

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

DOUBLE DEBILITATION

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

QUICK MOVEMENT

Уровень **3 10 15**
Базовая Скорость **+10ft +20ft +30ft**

UNCANNY AGILITY

Уровень **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

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

QUAD ATTACK

Уровень **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 **KC** = 10 + [**Operative Level** ÷ 2] + **ЛОВ** **ОППОЗИТНЫЙ НАВЫК** **KC** = 10 + [**Operative Level** × 1½] + **ЛОВ**

Уровень **2**

Уровень **4**

SPECIALISATION EXPLOIT

Уровень **5**

Уровень **6**

Уровень **8**

Уровень **10**

Уровень **12**

Уровень **14**

Уровень **16**

Уровень **18**

Уровень **20**