

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
 $+ = [\text{Operative Level} + 1] \div 4$ Bonus to initiative and skill checks
ROUND DOWN

TRICK ATTACK

- Optionally, move up to your speed.
- Make a Bluff, Intimidate or Stealth check
 $DC = 20 + \text{Target's CR}$
If successful, target is flat-footed.
- Attack with an Operative melee weapon or small arm.

Level **1** **3** **5**
Damage Bonus **1d4** **1d8** $\boxed{\text{d8}} = \text{Operative Level} \div 2$
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 $DC = 10 + [\text{Operative Level} \div 2] + DEX$ **OPPOSED SKILL** $DC = 10 + [\text{Operative Level} \times 1\frac{1}{2}] + DEX$

Level **2**

Level **4**

SPECIALISATION EXPLOIT

Level **5**

Level **6**

Level **8**

Level **10**

Level **12**

Level **14**

Level **16**

Level **18**

Level **20**