

OPERATIVE

SPECIALISATION

SKILL FOCUS

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

SPECIALISATION POWER

Niveau **11**

OPERATIVE'S EDGE

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

Niveau **1** **3** **5**
Damage Bonus **1d4** **1d8** $\boxed{\text{d8}}$ = Operative Level $\div 2$
ROUND UP

DEBILITATING TRICK

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

DOUBLE DEBILITATION

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

QUICK MOVEMENT

Niveau **3** **10** **15**
Vitesse de base **+10ft** **+20ft** **+30ft**

UNCANNY AGILITY

Niveau **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

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

QUAD ATTACK

Niveau **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

JET DE SAUVEGARDE Operative Level $\boxed{DD} = 10 + [\text{Operative Level} \div 2] + DEX$

OPPOSED SKILL Operative Level $\boxed{DD} = 10 + [\text{Operative Level} \times 1\frac{1}{2}] + DEX$

Niveau **2**

Niveau **4**

SPECIALISATION EXPLOIT

Niveau **5**

Niveau **6**

Niveau **8**

Niveau **10**

Niveau **12**

Niveau **14**

Niveau **16**

Niveau **18**

Niveau **20**