

# OPERATIVE

## SPECIALISATION

### SKILL FOCUS

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

### SPECIALISATION POWER

Livello **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.

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

## DEBILITATING TRICK

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

## DOUBLE DEBILITATION

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

## QUICK MOVEMENT

Livello **3** **10** **15**  
Velocità Base **+3m** **+6m** **+30ft**

## UNCANNY AGILITY

Livello **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

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

## QUAD ATTACK

Livello **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.

Livello **20** Once a day as a move action, swap out any Operative exploit for any other.

## OPERATIVE EXPLOITS

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

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

Livello **2**

Livello **4**

### SPECIALISATION EXPLOIT

Livello **5**

Livello **6**

Livello **8**

Livello **10**

Livello **12**

Livello **14**

Livello **16**

Livello **18**

Livello **20**