

OPERATIVE

SPECIALISATION

SKILL FOCUS

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

SPECIALISATION POWER

Stufe 11

OPERATIVE'S EDGE

BONUS

+ = 1 + [ + 1 ] ÷ 4

Operative Level

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.

Stufe 1 3 5

Damage Bonus 1d4 1W8 W8 = Operative Level ÷ 2

ROUND UP

DEBILITATING TRICK

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

DOUBLE DEBILITATION

Stufe 17 Apply two negative effects on trick attack.

QUICK MOVEMENT

Stufe 3 10 15

Grundbewegungsrate +3m +6m +30ft

UNCANNY AGILITY

Stufe 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

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

QUAD ATTACK

Stufe 13 When making a full attack with operative melee or small arms, make 4 attacks.

SUPREME OPERATIVE

Stufe 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

SG = 10 + [ ÷ 2 ] + GE

OPPOSED SKILL

Operative Level

SG = 10 + [ × 1½ ] + GE

Stufe 2

Stufe 4

SPECIALISATION EXPLOIT

Stufe 5

Stufe 6

Stufe 8

Stufe 10

Stufe 12

Stufe 14

Stufe 16

Stufe 18

Stufe 20