

# OPERATIVE

SPECIALISATION

SKILL FOCUS

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

SPECIALISATION POWER

Nível 11

OPERATIVE'S EDGE

BÔNUS

+ = 1 + [ + 1 ] ÷ 4

Nível de Operativo

Bonus to initiative and skill checks

ROUND DOWN

TRICK ATTACK

1º Optionally, move up to your speed.

2º 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.

Nível 1 3 5

Bônus de Dano 1d4 1d8 d8 = Nível de Operativo ÷ 2

ROUND UP

DEBILITATING TRICK

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

DOUBLE DEBILITATION

Nível 17 Apply two negative effects on trick attack.

QUICK MOVEMENT

Nível 3 10 15

Velocidade Basica +3m +6m +30ft

UNCANNY AGILITY

Nível 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

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

QUAD ATTACK

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

SUPREME OPERATIVE

Nível 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

TESTE DE RESISTÊNCIA Operativo

OPPOSED SKILL

Nível de Operativo

CD = 10 + [ ÷ 2 ] + DES

CD = 10 + [ × 1½ ] + DES

Nível 2

Nível 4

SPECIALISATION EXPLOIT

Nível 5

Nível 6

Nível 8

Nível 10

Nível 12

Nível 14

Nível 16

Nível 18

Nível 20