

OPERATIVE

SPECIALISATION

SKILL FOCUS

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

SPECIALISATION POWER

Poziom
11

OPERATIVE'S EDGE

PREMIA

+ = 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.

Poziom

1 3 5

Damage Bonus

1k4 1k8

k8 = Operative Level ÷ 2

ROUND UP

DEBILITATING TRICK

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

DOUBLE DEBILITATION

Poziom
17 Apply two negative effects on trick attack.

QUICK MOVEMENT

Poziom

3 10 15

Bazowa Prędkość

+3m +20ft +30ft

UNCANNY AGILITY

Poziom
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

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

QUAD ATTACK

Poziom
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.

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

OPERATIVE EXPLOITS

SAVING THROW

Operative Level

OPPOSED SKILL

Operative Level

ST = 10 + [÷ 2] + ZR

ST = 10 + [× 1½] + ZR

Poziom
2

Poziom
4

SPECIALISATION EXPLOIT

Poziom
5

Poziom
6

Poziom
8

Poziom
10

Poziom
12

Poziom
14

Poziom
16

Poziom
18

Poziom
20