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

$+$ $= 1 + [\_\_\_\_ + 1] \div 4$

Operative Level

ROUND DOWN

Bonus to initiative and skill checks

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.

Livello	1	3	5		
Danno Bonus	1d4	1d8	d8	$= \dfrac{\text{Operative Level}}{}$	$\div 2$

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

Livello **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

CD $= 10 + [\_\_\_\_ \div 2] +$ **DES**

OPPOSED SKILL

Operative Level

CD $= 10 + [\_\_\_\_ \times 1\frac{1}{2}] +$ **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**