

OPERATIVE

SPECIALISATION

SKILL FOCUS

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

SPECIALISATION POWER

Nivel **11**

OPERATIVE'S EDGE

BONIFICADOR Operative Level
+ 1 = 1 + [**1**] ÷ 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 + Target's CR
If successful, target is flat-footed.
- 3rd** Attack with an Operative melee weapon or small arm.

Nivel **1 3 5**
Bonus Daño **1d4 1d8** **d8** = Operative Level ÷ 2
ROUND UP

DEBILITATING TRICK

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

DOUBLE DEBILITATION

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

QUICK MOVEMENT

Nivel **3 10 15**
Velocidad base **+10ft +20' +30ft**

UNCANNY AGILITY

Nivel **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

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

QUAD ATTACK

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

SUPREME OPERATIVE

Nivel **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 + [**2**] + **DES**

OPPOSED SKILL Operative Level
CD = 10 + [**1½**] + **DES**

Nivel **2**

Nivel **4**

SPECIALISATION EXPLOIT

Nivel **5**

Nivel **6**

Nivel **8**

Nivel **10**

Nivel **12**

Nivel **14**

Nivel **16**

Nivel **18**

Nivel **20**