

# OPERATIVE

## SPECIALISATION

### SKILL FOCUS

Level **9** **SKILL MASTERY**  
Always able to take 10 in your focus skills.

### SPECIALISATION POWER

Level **11**

## OPERATIVE'S EDGE

**BONUS**  
 $+ = [ \text{Operative Level} + 1 ] \div 4$  Bonus to initiative and skill checks  
ROUND DOWN

## TRICK ATTACK

- Optionally, move up to your speed.
- Make a Bluff, Intimidate or Stealth check  
 $DC = 20 + \text{Target's CR}$   
If successful, target is flat-footed.
- Attack with an Operative melee weapon or small arm.

Level **1** **3** **5**  
Damage Bonus **1d4** **1d8**  $\boxed{\text{d8}}$  = Operative Level  $\div 2$   
ROUND UP

## DEBILITATING TRICK

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

## DOUBLE DEBILITATION

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

## QUICK MOVEMENT

Level **3** **10** **15**  
Base Speed **+10ft** **+20ft** **+30ft**

## UNCANNY AGILITY

Level **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

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

## QUAD ATTACK

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

## OPERATIVE EXPLOITS

**SAVING THROW** Operative Level  $DC = 10 + [ \text{Operative Level} \div 2 ] + DEX$   
**OPPOSED SKILL** Operative Level  $DC = 10 + [ \text{Operative Level} \times 1\frac{1}{2} ] + DEX$

Level **2**

Level **4**

### SPECIALISATION EXPLOIT

Level **5**

Level **6**

Level **8**

Level **10**

Level **12**

Level **14**

Level **16**

Level **18**

Level **20**