OPERATIVE	OPERATIVE EXPLOITS
	Operative Operative SAVING THROW Level OPPOSED SKILL Level
SPECIALISATION	$ST = 10 + [\div 2] + ZR $ $ST = 10 + [\times 1\frac{1}{2}] + ZR$
SKILL FOCUS	Poziom
	2
	Poziom
Poziom SKILL MASTERY 7 Always able to take 10 in your focus skills.	4
SPECIALISATION POWER	
Poziom	SPECIALISATION EXPLOIT
11	Poziom
	5
OPERATIVE'S EDGE	
Operative PREMIA Level	Poziom 6
-1+1 Bonus to initiative	
and skill checks	
TRICK ATTACK	
1st Optionally, move up to your speed.	Poziom 8
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
Doziosi 1 3 5	10
Damago de de la Operative -	
Bonus 1k4 1k8 k8 = Level ÷ 2	
DEBILITATING TRICK	Poziom
Poziom Make your target flat-footed or off-target for 1 round.	12
DOUBLE DEBILITATION	
Poziom Apply two negative effects on trick attack.	
QUICK MOVEMENT	Poziom
	14
Bazowa +3m +20ft +30ft	
Prędkość UNCANNY AGILITY	
Poziom Never flat-footed. Opponents get no bonus for flanking	Poziom 16
7 or attacking you when prone. Covering fire and harrying fire have no effect on you.	
TRIPLE ATTACK	
Poziom When making a full attack with operative melee or small	
8 arms, make 3 attacks.	Poziom 18
QUAD ATTACK Poziom When making a full attack with operative melee or small	
13 arms, make 4 attacks.	
SUPREME OPERATIVE	Poziom
When rolling a specialisation skill, roll twice and take the Poziom better of the two.	20
20 Once a day as a move action, swap out any Operative exploit for any other.	