OPERATIVE

SPECIALISATION

SKILL FOCUS

Gain a skill rank in each focus skill each level.

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

SPECIALISATION POWER

Nível 11

OPERATIVE'S EDGE

BÔNUS

$+ \boxed{} = 1 + [\underline{} + 1] \div 4$ Bonus to initiative and skill checks

Nível de Operativo

└ ROUND DOWN ┘

TRICK ATTACK

1º Optionally, move up to your speed.

2º Make a Bluff, Intimidate or Stealth check

$DC = 20 +$ Target's CR

If successful, do bonus damage and target is flat-footed.

3rd Attack with an Operative melee weapon or small arm.

Nível	1	3	5
Bônus de Dano	1d4	1d8	$\boxed{ d8} = $ Nível de Operativo $\div 2$

└ ROUND UP ┘

DEBILITATING TRICK

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

DOUBLE DEBILITATION

Nível 17 Apply two negative effects on trick attack.

QUICK MOVEMENT

Nível	3	10	15
Velocidade Basica	+3m	+20m	+30ft

UNCANNY AGILITY

Nível 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

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

QUAD ATTACK

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

SUPREME OPERATIVE

Nível 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

TESTE DE RESISTÊNCIA Nível de Operativo

$\boxed{CD} = 10 + [\underline{} \div 2] + DES$

OPPOSED SKILL Nível de Operativo

$\boxed{CD} = 10 + [\underline{} \times 1\frac{1}{2}] + DES$

Nível 2

Nível 4

SPECIALISATION EXPLOIT

Nível 5

Nível 6

Nível 8

Nível 10

Nível 12

Nível 14

Nível 16

Nível 18

Nível 20