

# OPERATIVO

## SPECIALIZZAZIONE

### ABILITÀ FOCALIZZATA

Gain a skill rank in each focus skill each level.

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

### SPECIALISATION POWER

Livello **11**

## OPERATIVE'S EDGE

**BONUS**

**+** = 1 + [ **1** ] ÷ 4 Bonus to initiative and skill checks

ROUND DOWN

## TRICK ATTACK

- 1° Optionally, move up to your speed.
- 2° Make a Bluff, Intimidate or Stealth check  
**CD = 20+** GS bersaglio  
If successful, do bonus damage and target is flat-footed.
- 3° Attack with an Operative melee weapon or small arm.

Livello **1** **3** **5**

Danno Bonus **1d4** **1d8** **d8** = Livello Operativo ÷ 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** **+9m**

## 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.

## TRIPLO ATTACCO

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

When rolling a specialisation skill, roll twice and take the better of the two.

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

## OPERATIVE EXPLOITS

**TIRO SALVEZZA** Livello Operativo **CD** = 10 + [ ] ÷ 2 + **DES**

**TIRO CONTRAPPOSTO** Livello Operativo **CD** = 10 + [ ] × 1½ + **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**