

OPERATIVE

SPECIALISATION

SKILL FOCUS

Gain a skill rank in each focus skill each level.

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] ÷ 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 +** $\frac{\text{Target's CR}}{2}$
- If successful, do bonus damage and target is flat-footed.
- 3rd** Attack with an Operative melee weapon or small arm.

Nivel **1** **3** **5**

Bonus Daño **1d4** **1d8** d8 = $\frac{\text{Operative Level}}{2}$

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

TIRADA DE SALVACION 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**