

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**