SAVING THROW SERIL FOCUS SILL FOCUS SILL FOCUS Level Comparison Level SILL FOCUS Level Level SILL FOCUS Level Level SILL FOCUS Level Level SECRALISATION POWER Level 11 SPECIALISATION POWER Level SPECIALISATION POWER Level SPECIALISATION POWER Level SPECIALISATION POWER Level SPECIALISATION EXPLOIT Level SPECIAL	OPERATIVE	OPERATIVE EXPLOITS
SKILL FOCUS SKILL FOCUS Level SCILL MASTERY Tableys able to lake 1 bit in your focus skill each level.		
Com a skill rank in each focus skill each level. Level SALL MASTERY 7 Always able to take 10 in your focus skills. SPECIALISATION POWER Level 11 SPECIALISATION POWER Level 4 SPECIALISATION EXPLOIT Level 5 SPECIALISATION EXPLOIT Level 6 Level 4 SPECIALISATION EXPLOIT Level 5 SPECIALISATION EXPLOIT Level 6 Level 4 SPECIALISATION EXPLOIT Level 5 SPECIALISATION EXPLOIT Level 6 Level 7 SPECIALISATION EXPLOIT Level 8 Level 8 Level 8 Level 8 Level 10 Level 11 Level 12 Level 12 Level 12 Level 12 Level 13 Level 14 Level 15 Level 16 Level 17 Damage 1dd 1dB dB = Operative + 2	SI CCINCISATION	
Com a skill rank in each focus skill each level. Level SALL MASTERY 7 Always able to take 10 in your focus skills. SPECIALISATION POWER Level 11 SPECIALISATION POWER Level 4 SPECIALISATION EXPLOIT Level 5 SPECIALISATION EXPLOIT Level 6 Level 4 SPECIALISATION EXPLOIT Level 5 SPECIALISATION EXPLOIT Level 6 Level 4 SPECIALISATION EXPLOIT Level 5 SPECIALISATION EXPLOIT Level 6 Level 7 SPECIALISATION EXPLOIT Level 8 Level 8 Level 8 Level 8 Level 10 Level 11 Level 12 Level 12 Level 12 Level 12 Level 13 Level 14 Level 15 Level 16 Level 17 Damage 1dd 1dB dB = Operative + 2	SKILL FOCUS	
Gain a skill rank in each focus skill each level. Level SECELALISATION POWER Level 11 OPERATIVE'S EDGE Operative Level 11 Common Downs Level SPECIALISATION EXPLOIT Level SPEC	SMEETOCOS	Level
Level SKILLMASTENY Always able to take 10 in your focus skills. SPECIALISATION POWER		2
Level SKILLMASTENY Always able to take 10 in your focus skills. SPECIALISATION POWER		
Level SKILLMASTENY Always able to take 10 in your focus skills. SPECIALISATION POWER		
Aways able to take 10 in your focus skills. SPECIALISATION POWER Level 11 SPECIALISATION POWER Level 5 SPECIALISATION EXPLOIT Level 5 SPECIALISATION EXPLOIT Level 6 Level 6 Level 7 SPECIALISATION EXPLOIT Level 8 Level 8 Level 8 Level 8 Level 9 TRICK ATTACK 1st Optionally, move up to your speed. 2rd Make a Bluff, Intimidate or Steath check DC = 20 + Target's If successful, do bonus damage and target is flat-footed. 3rd Attack with an Operative melee weapon or small arm. Eg 1 3 5 Banage 1d4 1d8 d8 = Operative + 2 Level 10 DOUBLE DEBILITATION Level 12 DOUBLE DEBILITATION Level 14 Level 15 Base + 10ft + 20ft + 30ft UNCANNY AGILITY Level 16 Level 16 Level 17 Level 18 Level 19 Level 10 Level 12 Level 12 Level 14 Level 16		
OPERATIVE'S EDGE BONUS Level 1	7 Always able to take 10 in your focus skills.	
DPERATIVE'S EDGE Operative Level DOUBLE DEBILITATION Level DOUBLE DEBILITATION Level TABLE ABONUS DOUBLE DEBILITATION Level TO DOUBLE DEBILI		SPECIALISATION EXPLOIT
OPERATIVE'S EDGE BONUS Cevel Level TRICK ATTACK 1st Optionally, move up to your speed. 2nd Make a Bluff, Intimidate or Stealth check DC = 20 + Targets DC = 20 + Targets B	11	lava l
BONUS Operative Level H = 1 + [
BONUS Operative Level H = 1 + [
Debilitating tiled Course	ODEDATIVE'S EDGE	
TRICK ATTACK 1st Optionally, move up to your speed. 2nd Make a Bluff, Intimidate or Stealth check DC = 20 + Target's If successful, do bonus damage and target is flat-footed. 3rd Attack with an Operative melee weapon or small arm. Banage Bonus DEBILITATING TRICK Level Apply two negative effects on trick attack. QUICK MOVEMENT Base + 10ft + 20ft + 30ft UNCANNY AGILITY Never flat-footed. Opponents get no bonus for flanking or attacking you when prone. Level 12 Level Level 14 Level 16 Level Level 16 Level 17 Never flat-footed. Opponents get no bonus for flanking or attacking you when prone.		
TRICK ATTACK 1st Optionally, move up to your speed. 2nd Make a Bluff, Intimidate or Stealth check DC = 20 + Target's If successful, do bonus damage and target is flat-footed. 3rd Attack with an Operative melee weapon or small arm. Banage 1d4 1d8 d8 = Operative 2 Level 4 DOUBLE DEBILITATION Level 17 Apply two negative effects on trick attack. QUICK MOVEMENT Base +10ft +20ft +30ft UNCANNY AGILITY Level Never flat-footed. Opponents get no bonus for flanking 7 art attacking you when prone.	Down to initiation	
TRICK ATTACK 1st Optionally, move up to your speed. 2nd 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. Damage 1d4 1d8	and skill checks	
8 2nd Make a Bluff, Intimidate or Steath check DC = 20 + Tanget's If successful, do bonus damage and target is flat-footed. 3rd Attack with an Operative melee weapon or small arm. 2 1 3 5 Damage 1d4 1d8 d8 = Operative ÷ 2 ROUND UP DEBILITATING TRICK Level 4 Make your target flat-footed or off-target for 1 round. DOUBLE DEBILITATION Level 17 Apply two negative effects on trick attack. QUICK MOVEMENT 2 3 1 0 15 Base + 10ft + 20ft + 30ft UNCANNY AGILITY Level Never flat-footed. Opponents get no bonus for flanking 7 or attacking you when prone.		
Attack with an Operative melee weapon or small arm. Damage 1d4 1d8	1st Optionally, move up to your speed.	
If successful, do bonus damage and target is flat-footed. 3rd Attack with an Operative melee weapon or small arm. Damage Bonus 1d4 1d8 d8 = Operative ÷ 2 Level 4 Make your target flat-footed or off-target for 1 round. DOUBLE DEBILITATION Level 17 Apply two negative effects on trick attack. OUICK MOVEMENT Base +10ft +20ft +30ft UNCANNY AGILITY Level 16 Level 17 Never flat-footed. Opponents get no bonus for flanking or attacking you when prone. Level 16 Level 17 Level 16 Level 17 Level 16 Level 17 Level 17 Level 16 Level 17 Level 16 Level 17 Level 16 Level 17 Level 17 Level 16 Level 16 Level 17 Level 16 Level 17 Level 16 Level 16 Level 16 Level 16 Level 17		
Attack with an Operative melee weapon or small arm. Damage 1d4 1d8 d8 = Operative ÷ 2 Level 4 Make your target flat-footed or off-target for 1 round. DOUBLE DEBILITATION Level 4 Apply two negative effects on trick attack. QUICK MOVEMENT Base +10ft +20ft +30ft UNCANNY AGILITY Level Never flat-footed. Opponents get no bonus for flanking or attacking you when prone.	Oil	
Damage 1d4 1d8 d8 = Operative ÷ 2 Level Level 4 Make your target flat-footed or off-target for 1 round. DOUBLE DEBILITATION Level 17 Apply two negative effects on trick attack. QUICK MOVEMENT Speed 3 10 15 Base +10ft +20ft +30ft UNCANNY AGILITY Level Never flat-footed. Opponents get no bonus for flanking or attacking you when prone.		Land.
Damage Bonus 1d4 1d8 d8 = Operative Level Level 4 Make your target flat-footed or off-target for 1 round. DOUBLE DEBILITATION Level 17 Apply two negative effects on trick attack. QUICK MOVEMENT Base +10ft +20ft +30ft UNCANNY AGILITY Level Never flat-footed. Opponents get no bonus for flanking or attacking you when prone.		
DEBILITATING TRICK Level 4 Make your target flat-footed or off-target for 1 round. DOUBLE DEBILITATION Level 17 Apply two negative effects on trick attack. QUICK MOVEMENT Base +10ft +20ft +30ft UNCANNY AGILITY Level 7 Never flat-footed. Opponents get no bonus for flanking or attacking you when prone.	Damage 1d4 1d8 do - Operative - 2	
Level 4 Make your target flat-footed or off-target for 1 round. DOUBLE DEBILITATION Level 17 Apply two negative effects on trick attack. QUICK MOVEMENT Base +10ft +20ft +30ft UNCANNY AGILITY Level Never flat-footed. Opponents get no bonus for flanking or attacking you when prone.		
Make your target flat-footed or off-target for 1 round. DOUBLE DEBILITATION Level 17 Apply two negative effects on trick attack. QUICK MOVEMENT Base +10ft +20ft +30ft UNCANNY AGILITY Level 7 Never flat-footed. Opponents get no bonus for flanking or attacking you when prone.		Level -
Level 17 Apply two negative effects on trick attack. QUICK MOVEMENT 3 10 15 Base Speed +10ft +20ft +30ft UNCANNY AGILITY Level 7 Never flat-footed. Opponents get no bonus for flanking or attacking you when prone.	Make your target flat-feeted or off-target for 1 round	12
Apply two negative effects on trick attack. QUICK MOVEMENT 3 10 15 Base Speed +10ft +20ft +30ft UNCANNY AGILITY Level 7 Never flat-footed. Opponents get no bonus for flanking or attacking you when prone.		
Speed +10ft +20ft +30ft UNCANNY AGILITY Level 7 Never flat-footed. Opponents get no bonus for flanking or attacking you when prone.	Annly two nonative officets on trial attack	
Base Speed +10ft +20ft +30ft UNCANNY AGILITY Level Never flat-footed. Opponents get no bonus for flanking or attacking you when prone.	QUICK MOVEMENT	
Base Speed +10ft +20ft +30ft UNCANNY AGILITY Level	ਭ _ੈ 3 10 15	17
Level Level Never flat-footed. Opponents get no bonus for flanking or attacking you when prone.		
Level Never flat-footed. Opponents get no bonus for flanking or attacking you when prone.	UNCANNY AGILITY	
7	or attacking you when prone.	
	Covering fire and harrying fire have no effect on you.	
TRIPLE ATTACK		1
Level When making a full attack with operative melee or small 8 arms, make 3 attacks. Level	When making a run attack with operative merce of sman	
QUAD ATTACK	QUAD ATTACK	18
Level When making a full attack with operative melee or small arms, make 4 attacks.	Which making a ran attack with operative merce of oman	
SUPREME OPERATIVE	SUPREME OPERATIVE	
When rolling a specialisation skill, roll twice and take the Level better of the two.		
20 Once a day as a move action, swap out any Operative exploit for any other.	20 Once a day as a move action, swap out any Operative	