

# OPERATIVE

## SPECIALISATION

### SKILL FOCUS

Gain a skill rank in each focus skill each level.

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

### SPECIALISATION POWER

Уровень  
**11**

## OPERATIVE'S EDGE

**БОНУС**  
**+** = 1 + [ **Operative Level** + 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 + Target's CR**  
If successful, do bonus damage and target is flat-footed.

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

Уровень **1 3 5**  
Damage Bonus **1к4 1д8** **d8** = **Operative Level** ÷ 2  
ROUND UP

## DEBILITATING TRICK

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

## DOUBLE DEBILITATION

Уровень **17** Apply two negative effects on trick attack.

## QUICK MOVEMENT

Уровень **3 10 15**  
Базовая Скорость **+10ft +20ft +30ft**

## UNCANNY AGILITY

Уровень **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

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

## QUAD ATTACK

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

## OPERATIVE EXPLOITS

**СПАСБРОСОК** **Operative Level** **ОПОСЛОЖЕНИЕ НАВЫКА** **Operative Level**  
**КЧ** = 10 + [ **Operative Level** ÷ 2 ] + **ЛОВ** **КЧ** = 10 + [ **Operative Level** × 1½ ] + **ЛОВ**

Уровень **2**

Уровень **4**

## SPECIALISATION EXPLOIT

Уровень **5**

Уровень **6**

Уровень **8**

Уровень **10**

Уровень **12**

Уровень **14**

Уровень **16**

Уровень **18**

Уровень **20**