

OPERATIVE

SPECIALISATION

SKILL FOCUS

Gain a skill rank in each focus skill each level.

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

SPECIALISATION POWER

Poziom
11

OPERATIVE'S EDGE

PREMIA
+ = $1 + [\text{Operative Level} + 1] \div 4$ 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.

Poziom **1 3 5**
Damage Bonus **1k4 1k8** **k8** = Operative Level $\div 2$
ROUND UP

DEBILITATING TRICK

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

DOUBLE DEBILITATION

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

QUICK MOVEMENT

Poziom **3 10 15**
Bazowa Prędkość **+3m +20ft +30ft**

UNCANNY AGILITY

Poziom **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

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

QUAD ATTACK

Poziom **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

SAVING THROW **ST** = $10 + [\text{Operative Level} \div 2] + \text{ZR}$
OPPOSED SKILL **ST** = $10 + [\text{Operative Level} \times 1\frac{1}{2}] + \text{ZR}$

Poziom **2**

Poziom **4**

SPECIALISATION EXPLOIT

Poziom **5**

Poziom **6**

Poziom **8**

Poziom **10**

Poziom **12**

Poziom **14**

Poziom **16**

Poziom **18**

Poziom **20**