

OPERATIVE

SPECIALISATION

SKILL FOCUS

Gain a skill rank in each focus skill each level.

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

SPECIALISATION POWER

Level **11**

OPERATIVE'S EDGE

BONUS

+ = 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.

Level **1** **3** **5**

Damage Bonus **1d4** **1d8** **d8** = Operative Level ÷ 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

Level **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.

Covering fire and harrying fire have no effect on you.

TRIPLE ATTACK

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

QUAD ATTACK

Level **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.

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

OPERATIVE EXPLOITS

SAVING THROW **DC** = 10 + [**Operative Level** ÷ 2] + **DEX**

OPPOSED SKILL **DC** = 10 + [**Operative Level** × 1½] + **DEX**

Level **2**

Level **4**

SPECIALISATION EXPLOIT

Level **5**

Level **6**

Level **8**

Level **10**

Level **12**

Level **14**

Level **16**

Level **18**

Level **20**