

# 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 + [ **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.

Poziom  
**1 3 5**  
Damage Bonus **1k4 1k8** **k8** = Operative Level ÷ 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 + [ **Operative Level** ÷ 2 ] + **ZR**  
**OPPOSED SKILL** **ST** = 10 + [ **Operative Level** × 1½ ] + **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**