

OPERATIVE

SPECIALISATION

SKILL FOCUS

Gain a skill rank in each focus skill each level.

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

SPECIALISATION POWER

Stufe **11**

OPERATIVE'S EDGE

BONUS

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

Stufe **1** **3** **5**

Damage Bonus **1d4** **1W8** **W8** = Operative Level $\div 2$

ROUND UP

DEBILITATING TRICK

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

DOUBLE DEBILITATION

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

QUICK MOVEMENT

Stufe **3** **10** **15**

Grundbewegungsrate **+3m** **+6m** **+30ft**

UNCANNY AGILITY

Stufe **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

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

QUAD ATTACK

Stufe **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.

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

OPERATIVE EXPLOITS

SAVING THROW $\text{SG} = 10 + [\text{Operative Level} \div 2] + \text{GE}$

OPPOSED SKILL $\text{SG} = 10 + [\text{Operative Level} \times 1\frac{1}{2}] + \text{GE}$

Stufe **2**

Stufe **4**

SPECIALISATION EXPLOIT

Stufe **5**

Stufe **6**

Stufe **8**

Stufe **10**

Stufe **12**

Stufe **14**

Stufe **16**

Stufe **18**

Stufe **20**