

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** = $\text{Operative Level} \div 2$

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