

# OPERATIVE

## SPECIALISATION

### SKILL FOCUS

Gain a skill rank in each focus skill each level.

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

### SPECIALISATION POWER

Nível **11**

## OPERATIVE'S EDGE

**BÔNUS**

Operative Level

**+** = 1 + [ **+** 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.

Nível **1** **3** **5**

Bônus de Dano **1d4** **1d8** **d8** = Operative Level ÷ 2

ROUND UP

## DEBILITATING TRICK

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

## DOUBLE DEBILITATION

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

## QUICK MOVEMENT

Nível **3** **10** **15**

Velocidade Basica **+3m** **+20m** **+30ft**

## UNCANNY AGILITY

Nível **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

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

## QUAD ATTACK

Nível **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.

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

## OPERATIVE EXPLOITS

SAVING THROW

Operative Level

**CD** = 10 + [ **÷ 2** ] + **DES**

OPPOSED SKILL

Operative Level

**CD** = 10 + [ **× 1½** ] + **DES**

Nível **2**

Nível **4**

### SPECIALISATION EXPLOIT

Nível **5**

Nível **6**

Nível **8**

Nível **10**

Nível **12**

Nível **14**

Nível **16**

Nível **18**

Nível **20**