



## Operative Level of Skill

Your Operative Level of Skill (Op Level) is defined by the number of skill points you have. Each player begins with zero skill points as a Beginner. You acquire skill points by playing and surviving missions. The CC may assign skill points at his/her discretion\*. You also receive skill points for successfully neutralizing enemy players. After surviving your first mission you will probably acquire some skill points and you will automatically receive an additional 2 attribute points. The attribute points are added to your general ability numbers on your character sheet (see the General Abilities Chart). You may add these two points to a single ability or you may add one point each to two separate abilities.

When you have acquired enough skill points to reach the next Operative Level, find the appropriate number of attribute points on the chart below. Those points may be added to one or more general abilities as described above. Change your Op Level and appropriate General Ability numbers on your character sheet.

	<u>Skill Points Needed</u>	<u>Attribute Points Added</u>
Beginner	0	2 (after first mission)
Novice	50	2
Advanced	250	2
Expert	450	2
Veteran	700	3

<u>Skill Points earned for neutralizing specific enemy players.</u>
Sniper-8
Soldier -3
Police-2
Heavy. Weapons Operator. -10
Small Arms Operator -4
C.Q.B Specialist. -6

**Skill Points Needed** – The necessary amount of skill points needed to reach the corresponding Op Level of Skill.

**Added Attribute Points** – The total number of attribute points that may be added to a player’s attributes after reaching the corresponding Op Level of Skill.

\*Skill Points may be given by the CC for acts of heroism, bravery, cunning, and/or “thinking outside the circle”.