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- 3: Feat: Minor Psychic Power: Psychokinetic hand 3x/day
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- 5: Feat: Psychic Power: Phrenic Defense (reduce effect of fear, mind-affecting, and pain); S +2 (15), D+1(19), C+2(14), I+2(14)
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- 7: Feat: Major Psychic Power: Augury 1x/day
- 8: Operative Exploit: Uncanny Shooter
- 9: Feat: Multiple Attack
- 10: Operative Exploit: Holographic Distraction; S +2 (17), D+1(20), C+2(16), I+2(16)
- 11: Feat: Major Psychic Power: Status 1x/day
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- 13: Feat: Mobility
- 14: Operative Exploit: Multiattack Mastery
- 15: Feat: Shot on the Run; S +1 (18), D+1(21), I+1(17), Wis+2(12)
- 16: Operative Exploit: Knockout Shot
- 17: Feat: Weapon Specialization (Small Arms)
- 18: Operative Exploit: Efficient Cloaking Field
- 19: Feat: Parting Shot
- 20: Operative Exploit: Ever Vigilant; D+1(22), I+1(18), Wis+2(14)