

# Mook Archetype: Operative

Occupying a role between Elite Mooks and Minibosses, Operatives are an excellent option for building mid-range monsters, suitable for replacing the more complicated full buy-in monsters for many combat tasks. These mooks use the statistics of Strikers, with some exceptions:

Operatives have a single universal attribute modifier (UAM). It is used in place of KOM and KDM at all times and in place of all ability score modifiers for all calculations related to tracks and feats, but nothing else (such as hit points).

Operatives gain two feats, following the regular rules for acquiring feats, except that they acquire both feats at their EL and thus may qualify for feats requiring that level or lower.

Operatives gain one Offense ability from the Offense list below. The Operative can use its Offense ability once per [Encounter] as a free or immediate action. Offense abilities affect all opponents within [Close] range, except where noted otherwise. Their effects expire at the end of an [Encounter], or when stated.

Operatives also gain one Defense ability from the Defense list below. Defense abilities are generally passive. If a Defense ability is active, it can be used once per [Encounter] as a free or immediate action.

Finally, like Elite Mooks, Operatives gain a single track.

Be aware that Operatives can be very dangerous if used in groups. This is particularly true at low levels, especially 1<sup>st</sup> and 2<sup>nd</sup>, where they are likely to be fatal. We recommend instead using a single Operative in conjunction with other mooks. Alongside a Myriad, an Operative can even serve as a commander of troops. This arrangement offers great versatility, especially if the Operative is built for support with a track like Reign of Arrows or Mechanist Savant.

## Operative Abilities

### Offense

**Flashbang<sup>EX</sup>:** The Operative's load-out is all sound and fury, signifying crippling sensory overload, inflicting [Blinded] for one [Round]. A successful fortitude save at DC 10 + ½ Operative's level + UAM negates this effect.

**Smash<sup>EX</sup>:** The Operative releases an enormous pressure wave, inflicting [Prone], and [HP reduction] equal to level + UAM.

**Missile Storm<sup>SLA</sup>:** The Operative creates a storm of homing projectiles, dealing damage equal to twice the Operative's UAM, which cannot be reduced or mitigated, and inflicting [Revealed] for one [Round].

**Acid<sup>EX</sup>:** The Operative sprays a huge torrent of arcane acid, inflicting [Flat-footed] for one [Round], and [HP reduction] equal to level + UAM.

**Sticky Goop<sup>EX</sup>:** The Operative slathers opponents with fast-setting adhesive, inflicting [Entangled] for two [Rounds]. A successful reflex save at DC 10 + ½ Operative's level + UAM negates this effect.

**Obscuring Mist<sup>SLA</sup>:** The Operative creates an *obscuring mist*, as the spell, with a duration of two [Rounds] and a radius of [Close] range.

**Weakening Poison<sup>EX</sup>:** The Operative delivers a slow poison, dealing damage equal to level + twice UAM the next time the target takes damage from another source before the end of the [Encounter]. This effect stacks if delivered by multiple Operatives.

**Brutal Strikes<sup>EX</sup>:** The Operative whips at its enemies, inflicting [Battered] for one [Round], and [HP reduction] equal to level + UAM.

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
UAM	+4	+4	+4	+5	+5	+5	+6	+6	+6	+7	+7	+8	+8	+9	+9	+10	+10	+11	+11	+12	Use this table to determine the UAM for Operatives.

**Wrath Wave<sup>SU</sup>:** The Operative channels rage into a concussion of pure energy, inflicting [Blown Away], and [HP reduction] equal to level + UAM.

**Overheat<sup>SU</sup>:** The Operative burns out critical systems to generate an enormous explosion, inflicting [Blown away] and [On fire], and [HP reduction] equal to level + UAM, but renders the Operative [Unconscious] until the end of the [Encounter]. Operatives with the Utter Brute track cannot select this ability.

## Defense

**Barrier<sup>SLA</sup>:** The Operative may create a *wall of force*, as the spell, but with a duration of one [Round]. This is an active ability.

**Armored Flesh<sup>EX</sup>:** The Operative gains [Damage reduction] equal to its level. This is a passive ability.

**Rugged<sup>EX</sup>:** Choose [Fire], [Cold], [Electricity], or [Acid]. All damage of that type the Operative takes is halved. This is a passive ability.

**Fearless<sup>EX</sup>:** The Operative gains immunity to [Fear] effects. This is a passive ability.

**Blink Dodge<sup>SU</sup>:** The Operative can [Teleport] up to 30 ft. This is an active ability.

**Wraith Gear<sup>EX</sup>:** The Operative can make a Stealth check to hide, even without [Concealment]. This is a passive ability.

**Displacer Gear<sup>EX</sup>:** All attacks against the Operative suffer a 20% [Miss chance]. This is a passive ability.

**Meat Shield<sup>EX</sup>:** The Operative gains an additional 5 HP per level. This is a passive ability.

**Speedster<sup>EX</sup>:** The Operative's speed is increased by 5 ft per three levels.