

# The Operative

You’ve got special forces training. You live in a morally gray world where you’ve done some terrible things for the benefit of your homeland. You are among the world’s most skilled in stealth, explosives, and espionage.

**Charm**  
Manipulate Someone

**Cool**  
Act Under Pressure, Help Out

**Sharp**  
Investigate, Read a Bad Situation

**Tough**  
Kick Some Ass, Protect Someone

**Technobabble**  
Reverse the Polarity

## Luck

Mark luck to change a roll to 12 or avoid all harm from an injury.

## Harm

When you reach 4 or more harm, mark Unstable.

Unstable

## Experience

Mark experience when you roll a 6 or less, or a move tells you to.

## Moves

You get all the basic moves, plus three Operative moves.

Pick three of these:

**Shadow in the night:** You are incredibly stealthy, especially during the night (automatic 10 on act under pressure rolls when sneaking at night)

**Army of one:** When you are alone, you deal twice as much harm as normal when kicking ass

**Explosives expert:** If there’s a way for an explosion to help, you’ll find it (+1 to all rolls when using explosives)

**Intelligence gatherer:** You know how to get the information you need (+1 investigate, read a bad situation)

**Level headed:** You’ve been trained to keep calm in even the most stressful situations (+1 act under pressure)

**The best defense:** You deal 1 harm to the enemy while protecting someone

**Interrogation tactics:** You can get people to cooperate when you have them in your custody (+1 manipulate someone)

## Gear

You get a standard issue sidearm: 9mm handgun (2 harm, close, loud). Then you may pick a serious weapon and either armor or special equipment.

Serious weapons (pick one):

**Submachine gun** (3 harm, close, area, loud, reload)

**Assault rifle** (3 harm, far, area, loud, reload)

**Grenades** (2 harm, close, area, loud, many)

**Sniper rifle** (4 harm, far, slow, reload)

**Tactical knife** (1 harm, hand, quick)

Armor and special equipment (pick one):

- ☐ **Flak jacket** (2 armor, heavy)
- ☐ **Protective vest** (1 armor, light)
- ☐ **Night vision goggles** (+1 investigate, read a bad situation in the dark)
- ☐ **Binoculars** (+1 investigate, read a bad situation at a distance)
- ☐ **Plastic explosives** (plant, then detonate from a safe distance)

Introductions

When you get here, wait for everyone else to catch up so you can do your introductions together.

Go around the group. On your turn, introduce your Operative by name and look, and tell the group what they know about you.

History

- Go around the group again. When it’s your turn, pick one of each for the other explorers.
- This explorer trained under you a long time ago
  - This explorer disapproves of your methods
  - You saved this explorer’s life
  - Someone this explorer cared for died as collateral damage from one of your operations
  - This explorer has a tendency to ruin your plans
  - This explorer is afraid of you
  - This explorer is weirdly more violent than you are
  - This explorer slows you down

Leveling Up

Whenever you roll a 6 or lower, or a move tells you to do so, mark an experience box. Once you’ve marked all five boxes, you level up. Erase the marks and pick an improvement from the following lists.

Improvements

- ☐ Get +1 Cool (max +3)
- ☐ Get +1 Charm (max +2)
- ☐ Get +1 Sharp (max +2)
- ☐ Get +1 Tough (max +2)
- ☐ Take another Operative move
- ☐ Take another Operative move
- ☐ Gain an ally
- ☐ Take a move from another archetype
- ☐ Take a move from another archetype

Advanced Improvements

- Once you have leveled up 5 times, you may pick options from the Advanced Improvements list.
- ☐ Get +1 to any rating (max +3)
- ☐ Get back one used Luck point
- ☐ Change this explorer to a new type
- ☐ Create a second explorer to play in addition to this one
- ☐ Mark two of the basic moves as advanced
- ☐ Mark another two of the basic moves as advanced
- ☐ Retire this explorer