# **Operative**

Unbeknownst to most, you secretly work for one of the outlaw or criminal factions in the city of Salt in Wounds: the Circle of Release, the Enders, or another similar faction which is unknown to the population at large (work with your GM to figure out which one and your role with the organization). You have a life and a career and a cover public identity but all along you seek to advance the goals of your organization.

As you adventure, you may well find yourself pulled in opposing directions, having to balance and decide which of your competing loyalties to honor.

**Skill Proficiencies:** Deception, Insight,

**Tool Proficiencies** Disguise Kit, Forger’s Kit

**Equipment:** Disguise Kit, Forger’s Kit, common clothes, a signet ring bearing the seal of your faction, and a pouch containing 15 gp

### **Feature: Contacts**

You have a contact with your organization, to whom you speak regularly (passing along secrets, reports, and getting proposed assignments). This contact can help clear up minor trouble with the law (using their network of associates and leverage) in addition to getting you an audience with various powerful people sympathetic to your cause.

### **Suggested Characteristics**

d8 Personality Trait

1 I idolize a particular hero of my faction, try to live (secretly) up to their example.

2 I study my enemies, targets, or challenges extensively; I won’t be caught unprepared (since I’m usually operating on my own).

3 I do my utmost to be unremarkable and unmemorable.

4 Nothing can shake my optimistic attitude.

5 I’m prepared for anything.

6 I’m inspired by the thrill of dirty dealings and the cloak and dagger life I’ve chosen.

7 I’m well-spoken, well-mannered, and well-coifed; with these tools I avoid suspicion.

8 People can only be trusted if I know they value me; I’m valuable to everyone who matters.

d6 Ideal

1 Selfless. My faction will change the world and serve the people for the better; that’s why I’m willing to give my life in service. (Good)

2 Devious. With my knowledge and skills, I’m always manipulating others for my benefit. *Always*. (Evil)

3 Shadow-Monger. Secrets & information are currency; I plan to hoard all my wealth. (Any)

4 Power. I hope to one day rise to the top of my faction’s hierarchy. (Lawful)

5 Pleasure. I know life is short (mine perhaps more than most) every day must be lived to the fullest. (Chaotic)

6 Wary. Everyone’s hiding something, and most of those things can hurt me & my cause. (Any)

d6 Bond

1 I would die to further my cause.

2 I must free the city from the tyranny of the status quo.

3 I seek to prove myself worthy by working for my faction.

4 Everything I do is for the common people.

5 My family member was slain in the 12th Meridian crisis; that tragedy motivates me even now.

6 I was framed for a crime; I’ll get revenge (and my faction will help me).

d6 Flaw

1 Years of getting away with things has left me over-confident.

2 My desire for revenge makes me make stupid decisions.

3 Years of slow or no progress for my faction has left me pessimistic and depressed.

4 I drink away stress, and I’m under a lot of stress.

5 I am suspicious of strangers, often paranoid that they’re on to me or working for someone.

6 My ‘life’ suffers greatly as I struggle to balance my multiple conflicting roles.