

# Operative

**Alignment:** Lawful

**Hit Die:** d10.

## Class Skills

The operative's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Climb (Str), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (law) (Int), Move Silently (Dex), Profession (Wis), Ride (Dex), Sense Motive (Wis) and Spot (Wis)

Skill Points at 1st Level: (2 + Int modifier) x4.

Skill Points at Each Additional Level: 2 + Int modifier.

## Table: The Operative

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	- Spells per Day -			
						1st	2nd	3rd	4th
1st	+1	+2	+0	+0	detect humanoid, smite enemy of the state 1/day	-	-	-	-
2nd	+2	+3	+0	+0	Self confidence, summon chi	-	-	-	-
3rd	+3	+3	+1	+1	Aura of courage, pure mind and body	-	-	-	-
4th	+4	+4	+1	+1		0	-	-	-
5th	+5	+4	+1	+1	Smite enemy of the state 2/day	1	-	-	-
6th	+6/+1	+5	+2	+2	Remove disease 1/week	2	0	-	-
7th	+7/+2	+5	+2	+2		2	1	-	-
8th	+8/+3	+6	+2	+2		2	1	-	-
9th	+9/+4	+6	+3	+3	Remove disease 2/week	2	2	-	-
10th	+10/+5	+7	+3	+3	Smite enemy of the state 3/day	3	2	0	-
11th	+11/+6/+1	+7	+3	+3		3	2	1	-
12th	+12/+7/+2	+8	+4	+4	Remove disease 3/week	3	2	1	0
13th	+13/+8/+3	+8	+4	+4		3	3	1	1
14th	+14/+9/+4	+9	+4	+4		3	3	2	1
15th	+15/+10/+5	+9	+5	+5	Remove disease 4/week, smite enemy of the state 4/day	4	3	2	1
16th	+16/+11/+6/+1	+10	+5	+5		4	3	3	1
17th	+17/+12/+7/+2	+10	+5	+5		4	3	3	2

18th	+18/+13/+8/+3	+11	+6	+6	Remove disease 5/week	4	4	3	2
19th	+19/+14/+9/+4	+11	+6	+6		4	4	3	3
20th	+20/+15/+10/+5	+12	+6	+6	Smite enemy of the state 5/day	4	4	4	3

## Class Features

All of the following are class features of the operative.

**Weapon and Armor Proficiency:** Operatives are proficient with all simple and martial weapons, with all types of armour (heavy, medium, and light), and with shields (except tower shields).

**Detect Humanoid (Sp):** At will, an operative can use detect humanoid, as the spell detect evil.

**Smite Enemy of the State (Su):** Once per day, an operative may attempt to smite with one normal melee attack. She adds her Charisma bonus (if any) to her attack roll and deals 1 extra point of damage per operative level. If the operative accidentally smites a creature that is working for the government, the smite has no effect, but the ability is still used up for that day.

At 5th level, and at every five levels thereafter, the operative may smite one additional time per day, as indicated on Table: The Operative, to a maximum of five times per day at 20th level.

**Self Confidence (Su):** At 2nd level, an operative gains a bonus equal to her Charisma bonus (if any) on all saving throws.

**Summon chi (Su):** Beginning at 2nd level, an operative with a Charisma score of 12 or higher can heal wounds (her own or those of others) by touch. Each day she can heal a total number of hit points of damage equal to her operative level x her Charisma bonus. An operative may choose to divide her healing among multiple recipients, and she doesn't have to use it all at once. Using lay on hands is a standard action.

**Aura of Courage (Su):** Beginning at 3rd level, an operative is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects.

This ability functions while the operative is conscious, but not if she is unconscious or dead.

**Pure Mind and Body (Ex):** At 3rd level, an operative gains immunity to all diseases, including supernatural and magical diseases.

**Spells:** Beginning at 4th level, an operative gains the ability to cast a small number of divine spells, which are drawn from the operative spell list. An operative must choose and prepare her spells in advance.

To prepare or cast a spell, an operative must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against an operative's spell is 10 + the spell level + the operative's Wisdom modifier.

Like other spellcasters, an operative can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: The Operative. In addition, she receives bonus spells per day if she has a high Wisdom score. When Table: The Operative indicates that the operative gets 0 spells per day of a given spell level, she gains only the bonus spells she would be entitled to based on her Wisdom score for that spell level. The operative does not have access to any domain spells or granted powers, as a cleric does.

An operative prepares and casts spells the way a cleric does, though she cannot lose a prepared spell

to spontaneously cast a cure spell in its place. An operative may prepare and cast any spell on the operative spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

Through 3rd level, an operative has no caster level. At 4th level and higher, her caster level is one-half her operative level.

**Remove Disease (Sp):** At 6th level, an operative can produce a remove disease effect, as the spell, once per week. She can use this ability one additional time per week for every three levels after 6th (twice per week at 9th, three times at 12th, and so forth).

**Code of Conduct:** An operative must be of lawful good alignment and loses all class abilities if she ever willingly commits an evil act.

Additionally, an operative's code requires that she respect legitimate authority, act with honor (not lying, not cheating, not using poison, and so forth), help those in need (provided they do not use the help for evil or chaotic ends), and punish those who harm or threaten innocents.

**Associates:** While she may adventure with characters of any evil, good or neutral alignment, an operative will never knowingly associate with chaotic characters, nor will she continue an association with someone who consistently offends her moral code. An operative may accept only henchmen, followers, or cohorts who are lawful good.

## Ex-Operatives

An operative who ceases to be lawful, who willfully commits a traitorous act, or who grossly violates the code of conduct loses all operative spells and abilities (but not weapon, armour, and shield proficiencies). She may not progress any farther in levels as an operative. She regains her abilities and advancement potential if she atones for her violations (see the atonement spell description), as appropriate.

Like a member of any other class, an operative may be a multiclass character, but multiclass operatives face a special restriction. An operative who gains a level in any class other than operative may never again raise her operative level, though she retains all her operative abilities.

## Spell Lists