

# Operator

Stat: SKL

Coming from backgrounds ranging from running jackhammers, to servicing the death machines of Jax's creation, Operators hold their pride in their craftiness. Operators are trained in manning the various types of mechanical construct that roams the walls and battlefields of Gredo. Weak in might but mighty in mind, they can service weapons and weild expertimental creations just as easy as they can bring down a building with a few well placed ballista shots.

Name	Prereq	Type	Cost	Effect
<b>Hotfix</b>	0	Action	1 SP	Quick repair an item, restoring 1 durability.
<b>Adjust Weapon</b>	1	Action	1 SP	Increase the weapon damage of any item by your SKL for its next attack. Cannot stack
<b>Adjust Armor</b>	1	Action	1 SP	Increase the AR of an ally by your SKL for the next attack that targets them. Even if it does not hit, its AR reverts to normal. Does not stack.
<b>Disorganize Equipment</b>	1	Action	1 SP	When in melee distance of an enemy, you can decrease their AR or Weapon Damage by your SKL for its next use. Does not stack.
<b>Trapper</b>	5	Action	1 SP	With enough time, create a trap that does your SKL amount of damage when triggered. This trap triggers consistantly and reliably, breaking after an amount of uses at the amount of successes from a SKL roll, or less.

<b>Surveyer</b>	5	Action	1 SP	With enough time, create a way to be able to retrieve some kind of unknown information from the surrounding environment. Can be used an amount of times equal to your SKL.
<b>Reverse-Engineer</b>	5	Action	1 SP	With enough time, you can break down and safely learn or disassemble the interworkings of anything.

## Engineer

<b>Engineer</b>	2	Action	1 SP	All machines and devices can be upgraded or repaired using a SKL check that assumes familiarity.
<b>Autokid</b>	3, Engineer	Action	1 SP	While controlling any machine or mechanism larger than a normal bear, treat it as an extension of yourself. Use an Action to start using it, and an Action to leave it.
<b>Fault Lines</b>	3, Engineer	Passive	---	When attempting to break or sabotage a machine, you can add your SKL to your DMG.
<b>Rider</b>	3, Engineer	Passive	---	While on shifting terrain, your character suffers no penalties and must make no checks to stay on board.
<b>Patch Master</b>	4, Engineer	Passive	---	While fixing or improving on operating machines, double your SKL roll.

## Scrap Artisan

<b>Scrap Synthesis</b>	2	Action	1 SP	Pickup a random environmental item and turn it into a usable Improvised Weapon or Improvised Gizmo. Improvised weapons do damage equal to your SKL, and Improvised Gizmos are able to be used as replacement parts for machines.
<b>Junkgrade</b>	3, Scrap Synthesis	Action	1 SP	Upgrade something made with Scrap Synthesis by increasing its damage by the amount of successes gained from a SKL roll. 0 Successes breaks the item.
<b>Improvised Longevity</b>	3, Scrap Synthesis	Action	1 SP	Convert an Improvised Weapon or Improvised Gizmo into a decoy, which does SKL damage when attempting to be used.
<b>Better than One</b>	3, Scrap Synthesis	Action	1 SP	Add an additional effect to anything created by Scrap Synthesis, which must be explained in 2 words or less. The specifics are always determined by the RM, as your character can only do so much with their intentions when working in the materials around them.
<b>Improvised Longevity</b>	4, Scrap Synthesis	Action	1 SP	When making something with Scrap Synthesis, decide to make it last for SKL uses, or roll SKL every time it is used with it breaking on a 0 Success roll.

**Authorized Specialist**

<b>Standard Ordinance</b>	2	Passive	- - -	When using equipment, roll as if you are trained in it whether you are or not.
<b>Steady Aim</b>	3, Standard Ordinance	Action	1 SP	Rig a ranged weapon you weild gain double their range for the next attack.
<b>Remix</b>	3, Standard Ordinance	Action	1 SP	Rig a melee weapon you weild to do which ever damage type hurts the hardest on its next use.
<b>Overclock</b>	3, Standard Ordinance	Action	1 SP	Rig a weapon to practically explode into fragments during a next attack, rendering unrepairable. However, that attacks deals damage multiplied by your SKL. If the damage is higher than your STR, get pushed back an amount of spaces equal to the difference.
<b>User's Guide</b>	4, Standard Ordinance	Action	1 SP	Setup an item in your care for use by anyone untrained to use it. Should someone without training attempt to use it, they may use it up to your SKL amount of times before losing this effect, and gain all level 3 Authorized Specialist perks you have applied to the weapon during this duration.

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