

AGENT N

Chameloid

Mercenary

Biography

The Terran Empire uses a lot of mercenaries to keep control over its systems but only a few are trusted enough to earn an agent designation. Agent N is one of those few, mostly because of their record and the many tests of loyalty that they've passed. The fact that they're a Chameloid just seals the deal.

This mysterious species exists on the edge of mapped space... or they might be in the heart of the Empire and disguised. None of the Terran command officers know for sure and many are uncomfortable with Chameloids generally, but there's no arguing with results. Missions which utilize these shapeshifters have by far the greatest chance of success and no agent has a better record than Agent N.

Most of the time, N wears the face of an elderly Human woman of Indian descent, generally wearing a brightly-colored sari. Of course, N is neither Human nor elderly but this disguise helps them to avoid notice when they need to. N also wears brown contact lenses to cover up their telltale golden eyes and often they wear chunky jewelry to hide bits of equipment.

Agent N's main skillset is in assassination. They have killed targets for the Terran Empire in both quadrants and they are not put off by hard-to-reach targets. In other missions they have gathered intelligence, planted evidence, and sabotaged ships and facilities.

The only blemish on their record is a pair of missions into Klingon space undertaken a number of years ago. On both occasions N missed scheduled check-ins and refused to give many details to their assigned handlers. The missions were both successful, though, so the missed appointments were merely entered into the logs but most troublingly is that both handlers died soon after the missions' conclusions under seeming accidents. It doesn't take an intelligence expert to see that there is something suspicious there but Agent N's record is so impressive that investigation into the incidents has been repeatedly blocked by Terran admirals.



Image from *The Expanse* by Syfy.

Agent N as a Changeling

Changelings and chameloids are totally different species but they have similar skillsets. The Dominion in the Mirror Universe is something outside of canon but it can be assumed that it's somewhat like the prime version. It's interesting to think of how the Terran Empire and the Dominion would interact, but also interesting to think of their interaction with the Klingon-Cardassian Alliance...

Regardless, what would a changeling be doing in the Mirror Alpha Quadrant at all is interesting. Maybe they are one of the Hundred sent out by the Founders to interact with the solids. Maybe they are an advanced scout assessing the Terran Empire before the Dominion strikes. As a changeling, Agent N holds even more secrets and even more potential to mess with the Terrans.

Statistics

Use the following statistics for a Notable or Major version of this character. The statistics note what changes are necessary for a Major NPC.

TRAIT: Cbameloid, Assassin

VALUES:

- **I'm Only Worth My Promise**
- **The Shadows Is the Only Safe Place** (Major NPC)

ATTRIBUTES

Control	II	Daring	12
Fitness	II	Insight	12
Presence	10	Reason	10

DISCIPLINES

Command	02	Conn	02
Security	04	Engineering	02
Science	01	Medicine	02

For Major NPC add +1 to Engineering

FOCUSES:

- **Hiding**
- **Deception**
- **Ambushes** (Major NPC)
- **Handheld Weapons** (Major NPC)

Stress: 12 Resistance: 0

ATTACKS:

- **Unarmed Strike** (Melee, 5♣ Knockdown, 1H, Non-lethal)
- **Dagger** (Melee, 6♣ Vicious 1, 1H, Deadly, Hidden)
- **Disruptor Pistol** (Ranged, 7♣ Vicious 1, 1H)
- **Escalation Disruptor Rifle** (Ranged, 8♣ Vicious 1, 2H, Accurate)

SPECIAL ABILITIES

- **Master Shifter:** Chameloids can change their shape to resemble any humanoids. They may spend a Threat as a Minor Action once per Turn to assume a different humanoid form and gain a Trait to reflect the new form's species. It's next to impossible (Difficulty 5) to detect the disguise even with blood screenings. Agent N is such a skilled shifter that they can appear like specific humanoids and fool even close friends. They can also fake injuries and other sudden changes to their form with a **Control + Conn** Task (Diff 2).
- **Ambush:** When Agent N uses a Ready Task to ready a Ranged Attack, they can add one bonus d20 to that Ranged Attack.
- **Lethal Force:** When attacking a target that is unaware of them, Agent N rolls an additional 2♣. They also may spend one Threat before rolling damage on any attack to gain the Intense quality for that damage roll.