

CABAL ASSASSIN

[MAJOR NPC]

When the Suliban Cabal needed a problem removed, they sent an assassin to eliminate the problem. While they excelled at murder, Suliban assassins were also used to acquire goods and information necessary for the Cabal's goals, be it manipulating the timestream or aiding the Suliban people.

TRAITS: Suliban, Genetically Enhanced

VALUES:

- Terror is Another Weapon
- Victory By Any Means
- The Future is What You Make

ATTRIBUTES

CONTROL 10

FITNESS 11

PRESENCE 07

DARING 12

INSIGHT 12

REASON 07

DEPARTMENTS

COMMAND 01

SECURITY 05

SCIENCE 01

CONN 05

ENGINEERING 01

MEDICINE 02

FOCUSES: Espionage, Hand-held Weapons, Interrogation, Stealth

STRESS: 15

RESISTANCE: 1

ATTACKS:

- Unarmed Strike (Melee, 6♣, Knockdown, Size 1H, Non-lethal)
- Dagger (Melee 4♣, Vicious 1, Size 1H, Deadly, Hidden 2)
- Disruptor Pistol (Range, 8♣, Vicious 1, Size 1H)

SPECIAL RULES:

- **Camouflage Skin:** The cabal assassin may spend 1 Threat as a Minor Action to blend in with their environment, increasing the Difficulty of all Tasks to observe or locate them by 2. This effect ends if the assassin makes an attack or attempts a Task unrelated to hiding.
- **Compressive Skeleton:** The cabal assassin can squeeze through areas too small for a normal creature of their stature.
- **Killing Blow:** The assassin can spend 1 Threat to grant all their lethal attacks the Intense Damage Effect for the rest of their turn.
- **Sneaky:** When the cabal infiltrator attempts to remain unnoticed, hide, or move quietly, they can add an additional d20 to their dice pool.

