

HUMAN

	SUPERSOLDIER	ASSASSIN
TIER	Starting	Starting
SIZE	Medium	Medium
CLASSIFICATION	Organic (mammal)	Organic (mammal)
SENTIENCE	Sentient	Sentient
XP	1,296 (level 8)	576 (level 5)
STR	12 (7d6)	8 (5d6)
AGI	12 (7d6)	8 (5d6)
END	12 (7d6)	6 (4d6)
INT	6 (4d6)	8 (5d6)
WIL	6 (4d6)	6 (4d6)
CHA	6 (4d6)	8 (5d6)
PSI	0	0
SPEED	10	7
CLIMB	5	4
JUMP	24'/12' (4 sq/2 sq)	16'/8' (3 sq/1 sq)
INITIATIVE	5d6	6d6
PERCEPTION	18	24
CARRY	280 lb	190 lb
NATURAL DAMAGE	3d6	2d6
HEALTH	36	18
DEFENSE	25 (SOAK 12; hq basic battlesuit)	18 (SOAK 7; hq kevlar vest)
MENTAL DEFENSE	15	15
RESISTANCES	-	-
VULNERABILITIES	-	-
ATTACKS	Unarmed 8d6 (3d6 damage) HQ assault laser 9d6 (4d6 heat damage; range 17; auto) HQ blaster pistol 9d6 (3d6 heat damage; range 11)	HQ laser knife 7d6 (3d6 heat damage) HQ laser sniper rifle 7d6 (5d6 heat damage; range 18) HQ disruptor pistol 7d6 (4d6 heat damage; range 14)
COMBAT TRICKS	Aim, Feint, Deadly Strike, Double Tap	Aim, Feint, Blinding Attack, Roll With It
SPECIAL ABILITIES	-	+2 dice damage to unaware targets
SKILLS	Tactics, Marksman, Unarmed, Running	Tactics, Marksman, Knife, Stealth, Disguise, Tracking
EQUIPMENT	HQ assault laser, HQ blaster pistol, HQ basic battlesuit	HQ laser knife, HQ kevlar vest

Supersoldiers are fearsome opponents. Genetically engineered to be the perfect physical specimens, they have the strength, speed, and endurance of Olympic athletes and the best training that the military can offer. Fortunately for their enemies, supersoldiers are rare – 99% of them die at a very early age.

Assassins, on the the hand, do not rely on superior genetics or special serums; they are highly motivated, highly trained individuals who master the skills necessary to locate, approach, and eliminate a target, before disappearing quickly.