

Halean Assassins

Value	Characteristic	Points
8	STR	-2
18	DEX	24
14	CON	8
10	BODY	0
13	INT	3
14	EGO	8
18	PRE	8
18	COM	4
7	PD	5
5	ED	2
4	SPD	12
5	REC	0
28	END	0
21	STUN	0
	Total	72

Points	Powers	END
3	5" Flight (while Mist) (NC: 10"); Non-Combat Multiplier: $\times 2$, +0; Active Points: 10; Extra Time: full phase, $-\frac{1}{2}$; Incantation: Instant Power, $-\frac{1}{4}$; Only while in good faith of Halea: Usually, $-\frac{1}{4}$; No movement control in high winds: Slightly, $-\frac{1}{4}$; Causes 2 Body when used: 30/Half, $-\frac{1}{2}$; Linked: $-\frac{1}{2}$; Requires Magic Skill Roll: $-\frac{1}{2}$	2
17	Mist Form (Desolidification); Immune to Mental Powers: No, +0; Reduced END: Zero, $\frac{1}{2}$; Extra Time: full phase, $-\frac{1}{2}$; Incantation: Instant Power, $-\frac{1}{4}$; No movement control in winds: Slightly, $-\frac{1}{4}$; Must hole to pass through: Slightly, $-\frac{1}{4}$; Only while in good faith of Halea: Usually, $-\frac{1}{4}$; Requires Magic Skill Roll: $-\frac{1}{2}$; Causes 2 Body when used: 30/Half, $-\frac{1}{2}$; Active Points: 60	0
2	Running (+1", 7", NC: 14"); Non-Combat Multiplier: $\times 2$, +0; Has Turn Mode: No, +0	1
22	Total Powers	

Points	Skills, Talents, Perks	Roll
3	Acrobatics	13-
3	Breakfall	13-

3	Concealment	12-
1	Conversation	8-
0	First Aid	8-
3	High Society	13-
3	Interrogation	13-
18	+6 level w/Knives	
1	Knives	
2	KS: Attacking In Tandem	11-
3	KS: Halean Religion	12-
3	KS: Poisons	12-
11	Magic Skill (+8 Roll Only Mist Form)	20-
3	PS: Assassin	12-
3	Seduction	13-
3	Shadowing	11-
3	Stealth	13-
66	Total Skills, Talents, Perks	

Cost	Equipment
0	Stiletto (½d6K AP, OCV: +1); DC: 2; STUNx: 0; STR Min: 8; Weight: 0 ; Can Be Thrown
0	Revealing Clothing (Coverage: Full, PD 1, ED 1); Weight: 3½
	Poison (When target takes Body will be effected by poison. Poison starts in 6 seconds. Does 1d6 NND RKA every 6 second for a total of 6d6 NND RKA. Multiple hits add 2d6 NND RKA to total. The defense is no blow flow or medical attention.)
	Antidote (Antidote for poison carried in small pouch.)
	Small Pouch
	Veil
0	Total Equipment (3½ kg)

75+	Disadvantages
15	Greedy (Common, Strong)
20	Hunted by Rival Religions (14-); Capabilities: As Powerful, 10; Non-combat Influence: Extensive, +5; Geographical Area: Limited, -5; Actions: Hunting, ×1; Punishment: Harsh, 0
15	Loyal To Halea (Common, Strong)
5	Reputation as Ladies Of Night (8-)
15	Secret Identity

5	Very Beautiful; Concealability: Easily, 5; Reaction: Noticed and Recognizable, +0
10	Villain Bonus
85	Total Disadvantages

COSTS: **Char.** **Powers** **Total** **Total** **Disadv.** **Base**
 72 + 88 = 160 160 = 85 + 75

OCV	DCV	ECV	Mental Def.	PD/rPD	ED/rED	Phases
6	6	5	0	8/1	6/1	3, 6, 9, 12