

CORVUS BELLI INFINITY

THE ROLEPLAYING GAME



DIRE FOES:
THE COST OF GREED

MÖDIPHIUS™
ENTERTAINMENT

FASA™

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MODIPHIOUS
ENTERTAINMENT

DIRE FOES: THE COST OF GREED

These stat blocks represent the main characters in the Dire Foes Mission Packs 1-5, now included in the *Uprising* from *Corvus Belli*. These adversaries are people the PCs of *The Cost of Greed* campaign are likely to meet, work with, and challenge throughout their adventures.

If they seem powerful, it's because they are experienced, significant, and possess histories that have influenced the conflicts and struggles of the Human Sphere.

Each of the Dire Foes stat blocks include all the information required to run that character as an Adversary.

Beneath each Special Abilities section, there is a skill breakdown of the Adversary's Fields of Expertise, providing players and the GM with an idea of the character's individual skill levels in the event of them being run as a player character. (Persuade 2/1 would indicate the character has an Expertise of 2 and a Focus of 1). Any skill not listed in the skill breakdown is counted as 0/0.





FUSILIER ANGUS

Described by his superiors as “that bumbling idiot,” Fusilier Angus has a tendency to find trouble in even the safest of places. Angus is something of a living legend among the Fusiliers, though legendary status doesn’t mean the units he is placed with are happy to have him.

All told Angus has spent far more time being patched up and in convalescence than he has on actual duty. His capacity to find trouble and turn even the simplest and most straightforward of ops into a disaster zone is baffling, fascinating, and terrifying all rolled into one. He’s that soldier, an absolutely hilarious icon of the Fusiliers—unless he’s serving with you.

In the “First Domino” adventure in *The Cost of Greed* campaign, it was Angus who misread both the unit orders and the coordinates that led the Fusiliers to stumble across a smuggling ring. Angus, saved from a close-range shotgun shell by his long-suffering compatriot Bipandra, had little idea of the significance of his error.



ELITE

FUSILIER ANGUS

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
9	7	10	8	8	10	11

FIELDS OF EXPERTISE

Combat	+2	1	Movement	+2	1	Social	+3	2
Fortitude	+3	2	Senses	+1	-	Technical	+1	-

DEFENCES

Firewall	9	Resolve	14	Vigour	13
Security	1	Morale	1	Armour	2

ATTACKS:

- **Knife:** Melee, 1+5 (N), 1H, Concealed 1, Non-Hackable, Subtle 2, Thrown, Unforgiving 1
- **Combi Rifle + Light Shotgun:** Range C/M, 1+5 (N), Burst 2, 2H, Standard, Expert, MULTI Light Mod, Vicious 1
- **Light Shotgun:** Range C, 1+4 (N), Burst 1, Unbalanced, Normal Shells Knockdown

GEAR:

Light Combat Armour

SPECIAL ABILITIES:

- **Walking Complication:** If Fusilier Angus is present in a scene, the Complication range for every PC and NPC present is increased by 2. (A Complication occurs on any roll of an 18, 19, or 20.)
- **Survivor (3 Heat):** Any time a (N) roll would reduce Angus to 0 Vigour or less, he is reduced to 1 Vigour instead. He has managed, somehow, to survive again.
- **Smile It Off:** Due to his experiences and ability to bounce back regardless, Angus gains a Morale Soak of 2.

SKILL BREAKDOWN:

- **Combat:** Ballistics 2/1; Close Combat 1/1
- **Fortitude:** Discipline 2/1; Extraterrestrial 1/0; Resistance 3/2; Survival 3/2
- **Movement:** Acrobatics 2/1; Athletics 2/1; Pilot 2/0; Stealth 1/0
- **Senses:** Analysis 1/0; Observation 1/0
- **Social:** Lifestyle 3/2; Persuade 3/1; Psychology 1/1
- **Technical:** Education 1/0; Hacking 1/0; Medicine 2/0 Tech 1/0; Thievery 1/0

FUSILIER BIPANDRA

Bipandra Gauri is a cool-headed Fusilier Indigo, a competent field doctor and survival specialist. Both skill sets forced upon her by her long, and often arduous, painful, and terrifying association with Fusilier Angus. Bipandra has patched Angus up on more occasions than she can recall and has taken nearly as many hits herself for the trouble. She sports multiple replacement organs, a cloned ear, and several fingers – all the result of some catastrophe or other instigated by Angus. During Angus's or her own lengthy periods of convalescence, she enrolls in multiple training programs, always seeking to improve her capacity to survive the next mission and keep Angus alive.

In the "First Domino" adventure in *The Cost of Greed* campaign, it was Bipandra who realised the operation they had stumbled into was a smuggling ring. Comlog records and forged paperwork suggest this smuggling ring may be one of many, and rather than cooperate on an intelligence operation, the PanOceanian and Yu Jing officers decided to hand ball the job to O-12. Bipandra couldn't just sit by though, she had to get involved. Maybe Angus was rubbing off on her.



ELITE

FUSILIER BIPANDRA

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
9	10	8	9	11	8	10

FIELDS OF EXPERTISE

Combat	+2	1	Movement	+1	1	Social	+1	-
Fortitude	+3	2	Senses	+2	-	Technical	+3	2

DEFENCES

Firewall	14	Resolve	13	Vigour	11
Security	2	Morale	2	Armour	3

ATTACKS:

- **Knife:** Melee, 1+5 (NS), 1H, Concealed 1, Non-Hackable, Subtle 2, Thrown, Unforgiving 1
- **Combi Rifle + Light Shotgun:** Range C/M, 1+5 (NS), Burst 2, 2H, Standard, Expert, MULTI Light Mod, Vicious 1
- **Light Shotgun:** Range C, 1+4 (NS), Burst 1, Unbalanced, Normal Shells Knockdown

GEAR: Medium Combat Armour

SPECIAL ABILITIES:

- **Survivalist (2 Heat):** Fusilier Bipandra rolls an additional d20 and gains two extra Momentum on her next Stealth or Survival test.
- **Battlefield Medicine (2 Heat):** Fusilier Bipandra may reroll any of the dice rolled when making a Medicine skill test. Fusilier Bipandra also gains 2 bonus Momentum which may be only be used to recover Vigour or treat Wounds.
- **Angus Button (2 Heat):** Due to her extensive experience with Angus, Bipandra has developed a second sense for trouble. Bipandra automatically wins any test for Surprise.
- **Long-Suffering:** Due to her long association with Angus, very little can shock or shake Bipandra; she has a Morale soak of 2.

SKILL BREAKDOWN:

- **Combat:** Ballistics 2/0; Close Combat 2/1
- **Fortitude:** Discipline 3/2; Extraterrestrial 1/0; Resistance 3/2; Survival 3/2
- **Movement:** Acrobatics 1/1; Athletics 1/1; Pilot 1/0; Stealth 1/1
- **Senses:** Analysis 2/0; Observation 2/0
- **Social:** Command 2/1; Lifestyle 1/0; Persuade 1/0; Psychology 1/0
- **Technical:** Education 3/2; Hacking 1/0; Medicine 3/2; Science 1/1; Tech 1/1.



TREITAK ANYAT

Cold, daring, and unscrupulous, Anyat is a gambler willing to push herself into dangerous situations with the firm belief that she has the skill set and opportunism to see the day through. Anyat isn't there for the glory or the honour. Such passing tributes are of little interest to her. She is there for the excitement, the thrill of the chase, the blood-pounding rush of the moment – and she's there for the spoils. Naked self-interest is her biggest motivator, and while many Morats hope to retire with a litany of honorifics, Anyat hopes to retire with well-lined pockets and early.

In the “First Domino” adventure of *The Cost of Greed* campaign Treitak Anyat and her team have been smuggled into Yinquan in order to collect information on a Mag-Lev that will be carrying a certain prisoner. This ties closely with the story line of the “Train Rescue” Dire Foes Scenario, which can be found in *Uprising*, from *Corvus Belli*.



NEMESIS

TREITAK ANYAT

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
12	10	11	12	9	8	10

FIELDS OF EXPERTISE

Combat	+4	2	Movement	+3	2	Social	+1	-
Fortitude	+3	2	Senses	+2	2	Technical	+1	-

DEFENCES

Firewall	10	Resolve	13	Vigour	14
Security	1	Morale	-	Armour	2

ATTACKS:

- **Knife:** Melee, 1+5 (N), 1H, Concealed 1, Non-Hackable, Subtle 2, Thrown, Unforgiving 1
- **Combi Rifle:** Range C/M, 1+5 (N), Burst 2, 2H, Standard, Expert, MULTI Light Mod, Vicious 1
- **Chain Rifle:** Range C, 1+6 (N), Burst 1, 2H, Normal, Spread 1, Torrent, Vicious 1
- **Smoke Grenades:** Grenade, N/A, Disposable, Indiscriminate (Close), Nonlethal, Speculative Fire, Smoke 2, Thrown

GEAR: Light Combat Armour

SPECIAL ABILITIES:

- **Gambler (2 Heat):** Treitak Anyat may reroll every d20 on a skill test she has just made but must accept the new results.
- **Ready for Anything:** Treitak Anyat gains an additional d20 when making a face-to-face test for Surprise.

SKILL BREAKDOWN:

- **Combat:** Ballistics 3/2; Close Combat 4/2
- **Fortitude:** Discipline 1/1; Extraterrestrial 1/0; Resistance 3/2; Survival 3/2
- **Movement:** Acrobatics 3/2; Athletics 3/2; Pilot 1/0; Stealth 2/2
- **Senses:** Analysis 1/0; Observation 2/2
- **Social:** Command 1/1; Lifestyle 1/0; Psychology 1/1
- **Technical:** Education 1/0; Medicine 1/0; Thievery 1/0.

YURIKO ODA

Guī Fēng Yuriko Oda is a special agent in the Yǎnjīng, but also leads a secret life as an agent of the Kempeitai. She is driven, ruthless, and untrusting of anyone. She is also a consummate double agent and has only survived this long by being careful to not raise suspicions or leave loose ends. Working as a double agent for an enemy power is bad enough, but to be a double agent for a secessionist movement within your own power is an instant death sentence if she is ever caught. The Kempeitai will not pause to think before cutting her loose if she ever puts a step wrong, and if she is ever uncovered for what she is by the Yǎnjīng, death is equally assured. Irrespective of the threats she faces and the odds stacked against her, she doesn't balk at any challenge because she has seen how the Yu Jingese treat those of her ethnicity. She is a fighter, clever and resourceful, and so far, she has managed to stay ahead of the game.

In the "Ice and Fire" adventure of *The Cost of Greed* campaign, Yuriko Oda is on a mission on behalf of the Yǎnjīng to monitor and track MagnaObra shipments. However, she has recently found that one of the Yu Jingese supply depots on the outskirts of Quanxue is stockpiling explosives to be used against Japanese forces smuggling refugees from Chunqiu to Kōritawā. She plans to manipulate the characters, giving them the opportunity to uncover the information they require while at the same time as striking a blow for the Kempetai.



NEMESIS

YURIKO ODA

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
12	11	9	10	12	8	10

FIELDS OF EXPERTISE

Combat	+3	2	Movement	+2	1	Social	+1	-
Fortitude	+2	2	Senses	+2	2	Technical	+3	2

DEFENCES

Firewall	15	Resolve	12	Vigour	11
Security	1	Morale	2	Armour	2

ATTACKS:

- **Knife:** Melee, 1+5 (N), 1H, Concealed 1, Non-Hackable, Subtle 2, Thrown, Unforgiving 1
- **Combi Rifle:** Range C/M, 1+5 (N), Burst 2, 2H, Standard, Expert, MULTI Light Mod, Vicious 1
- **D-Charges:** Charge, 2+6 (N), 1H, Anti-Material 2, Comms, Disposable, Piercing 3, Spread 1, Unsubtle, Vicious 2
- **Panzerfaust:** Range L, 2+5 (N), Burst 1, 2H, Needle, Munition, Unsubtle
- **Stun Baton:** Melee, 1+4 (N), 1H, Non-Hackable, Knockdown, Subtle 1, Stun

GEAR:

Light Combat Armour

SPECIAL ABILITIES:

- **Convincing (2 Heat):** If she has employed Persuade with the intent of maintaining her cover, concealing her history, or masking her intentions, Yuriko Oda may reroll every d20 on the Persuade test she has just made but must accept the new results.
- **Dedicated:** Such is Yuriko Oda's commitment to her cause that she has a Morale Soak of 2.
- **Demolitions Expert:** Yuriko Oda may roll an additional d20 when placing or disarming explosives.

SKILL BREAKDOWN:

Combat: Ballistics 2/1; Close Combat 3/2
Fortitude: Discipline 3/2; Extraterrestrial 1/0; Resistance 2/2; Survival 2/2
Movement: Acrobatics 1/1; Athletics 2/1; Pilot 2/0; Stealth 2/1
Senses: Analysis 2/2; Observation 2/2
Social: Command 1/1; Lifestyle 1/0; Persuade 2/1; Psychology 1/0
Technical: Education 2/2; Hacking 2/1; Medicine 2/2; Science 2/1; Tech 3/2; Thievery 3/1.



HATAIL AELIS KEESAN

Aelis Keesan was assistant professor in xenoarchaeology studying the burial mounds of the extinct Doylya race when the planet Doymas came under attack from Combined Army forces. Despite being marked as a civilian settlement, her area was razed by the Shasvastii, and the ancient burial mounds destroyed. She herself was captured then tortured by a Shasvastii Intelligence Officer known as Corax Hasht. It took weeks of surgery to bring her back from the brink of death. Required to serve in the Tohaa military in exchange for her treatments, she declined a position as an intelligence analyst, instead opting for advanced tactical training. A burning desire for revenge drove her decision then, and drives her still.

Hatail Aelis Keesan is on Svalarheima during the "Ice and Fire" adventure of *The Cost of Greed* campaign. She hates the cold, and Svalarheima is about the coldest place she has ever been. On an O-12 sanctioned operation, she is seeking a small team of suspected Shasvastii Speculo Killers, a mission she requested, even if it did mean going to most backward hellscape in the Sphere. On Paradiso, she was part of a Tohaa strike team that uncovered the mutilated bodies of a number of human technicians and private operators employed to test network systems. The problem was that several hours after the humans were killed, several of them boarded the C8 Circular headed for Svalarheima. None of these 'dead' passengers stayed on the Circular headed to Dawn, so they must be on Svalarheima.

Hatail Aelis intends to find them, and make sure that they pay.



NEMESIS

HATAIL AELIS KEESAN

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
11	11	9	10	12	8	10

FIELDS OF EXPERTISE

Combat	+3	2	Movement	+1	1	Social	+1	-
Fortitude	+2	2	Senses	+2	2	Technical	+4	2

DEFENCES

Firewall	16	Resolve	12	Vigour	11
Security	2	Morale	0/3*	Armour	3

*See **Special Abilities** below

ATTACKS:

- **Knife:** Melee, 1+5 (N), 1H, Concealed 1, Non-Hackable, Subtle 2, Thrown, Unforgiving 1
- **Combi Rifle:** Range C/M, 1+5 (N), Burst 2, 2H, Standard, Expert, MULTI Light Mod, Vicious 1
- **Nanopulser:** Range C, 1+5 (N), Burst 1, 1H, -, Biotech, Subtle 3, Torrent, Vicious 2
- **Flash Pulse:** Range M, 1+5 (N), Burst 1, 2H, Flash
- **D-Charges:** Charge, 2+6 (N), 1H, Anti Material 2, Comms, Disposable, Piercing 3, Spread 1, Unsubtle, Vicious 2

GEAR: Medium Combat Armour, Defensive Hacking Device: CLAW-0, SWORD-0, SHIELD-3, GADGET-1, IC-3

SPECIAL ABILITIES:

- **Driven:** When dealing with Shasvastii, Aelis Keesan has a Morale Soak of 3.
- **Talented Hacker:** Aelis Keesan may roll an additional d20 when making any Hacking test.
- **Vengeance (2 Heat):** If the target of Aelis's attack is Shasvastii, she may use this ability to reroll every d20 for the attack. This may only be used once per attack roll, and the new results must be accepted.

SKILL BREAKDOWN:

- **Combat:** Ballistics 3/1; Close Combat 3/2
- **Fortitude:** Discipline 2/2; Extraterrestrial 2/1; Resistance 2/2; Survival 2/2
- **Movement:** Acrobatics 1/1; Athletics 1/1; Pilot 1/0; Stealth 2/1
- **Senses:** Analysis 2/2; Observation 2/2
- **Social:** Command 1/0; Lifestyle 1/0; Persuade 1/0; Psychology 1/0
- **Technical:** Education 4/2; Hacking 4/2; Medicine 3/1; Science 3/2; Tech 4/1.

THRASYMEDES

In legend, Thrasymedes is the son of Nestor, one of the youngest Greek captains to take part in the war against Troy, and was one of the members of the force that infiltrated the city inside the Trojan horse.

As a member of the SSS, Thrasymedes is an expert in advance and incursion activities, capable of making independent tactical decisions in high intensity situations. He became a valued member of Achilles's Homeridea, where he has served with fame and distinction, even if he bristles at the often-reckless decision-making of its glorious leader.

In the "Hacking the Hack" adventure of *The Cost of Greed* campaign, ALEPH has become aware that an Equinox cell is operating out of the Heatwave Enclave on Bakunin, and that it has stolen something from the Yǎnjīng designed to subvert security protocols. This cannot be allowed to stand. While aware that Bureau Noir has agents working the case, ALEPH has also activated Thrasymedes to investigate. With his tracking and monitoring software switched off, Thrasymedes has made contact with an on-again-off-again contact and lover Lupe Balboa.



NEMESIS

THRASYMEDES

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
12 (2)	12 (2)	10 (2)	12 (2)	12 (2)	10 (2)	10 (2)

FIELDS OF EXPERTISE

Combat	+4	2	Movement	+2	1	Social	+2	-
Fortitude	+3	2	Senses	+2	2	Technical	+2	2

DEFENCES

Firewall	16	Resolve	15	Vigour	15
Security	2	Morale	5	Armour	3

ATTACKS:

- **Myrmidon Xiphos:** Melee, 3+10 (N), Unbalanced, Non-Hackable, Parry 2, Piercing 2, Unforgiving 2, Vicious 1
- **Submachine Gun:** Range C, 2+6 (N), Burst 2, 2H, Normal, Spread 1, Torrent, Vicious 1
- **Nanopulser:** Range C, 1+5 (N), Burst 1, 1H, -, Biotech, Subtle 3, Torrent, Vicious 2

GEAR: Myrmidon i-L-Host (kinematika, ODD, 3 Armour Soak, 2 Security)

SPECIAL ABILITIES:

- **Common Special Abilities:** Fast Recovery (Firewall 1, Resolve 1, Vigour 1), Keen Senses (Sight, Hearing, Smell), Night Vision, Menacing 6, Superhuman Attributes (all 2)
- **Unshakable Confidence:** Thrasymedes has a Morale Soak of 5.
- **Infiltration Specialist (2 Heat):** Thrasymedes may reroll any d20s rolled when making an Analysis, Animal Handling, Athletics, Education Observation, or Survival test related to working in an advance or infiltration capacity. He may use this ability to reroll every d20 on the test but must accept the new results.
- **Martial Subroutines:** The Heat cost of Thrasymedes Defence and Guard Reactions using Close Combat are reduced by one (minimum 0), and Heat spent for additional dice on Close Combat tests provide two dice instead of one (3 bonus dice maximum).
- **Homeridae:** As a member of the Homeridae, Thrasymedes has an undeniable presence when he desires it. He generates an additional 1 Momentum on all Social tests but increases the Complication Range of such tests by 1.

SKILL BREAKDOWN:

- **Combat:** Ballistics 3/2; Close Combat 5/2
- **Fortitude:** Discipline 3/1; Extraterrestrial 3/0; Resistance 3/1; Survival 3/1
- **Movement:** Acrobatics 2/1; Athletics 2/1; Pilot 2/1; Stealth 4/1
- **Senses:** Analysis 2/2; Observation 2/2
- **Social:** Animal Handling 2/0; Command 2/1; Lifestyle 1/0; Persuade 2/0; Psychology 1/0
- **Technical:** Education 2/2; Hacking 2/2; Medicine 1/0; Science 2/2; Tech 2/2.



ALGUACIL VORTEX LUPE BALBOA

Lupe Balboa served five years in a tactical penal regiment for what she did to her former boyfriend and his lover after she caught them together. Five long years of surviving on broken-down life support systems and trying to fix the worst problems with the wrong tools. Stubborn to her core, she refused to give up, and eventually came to the attention of the Black Hand. She was offered a new position in the Nomad intelligence service. It's not something that makes her day job any safer, but the pay and living conditions were a hell of a lot better, and Lupe accepted.

In the "Hacking the Hack" adventure of *The Cost of Greed* campaign, Lupe Balboa initially refused to consider allowing an ALEPH "tin-soldier" (as she sometimes refers to him) anywhere near a Nomad ship. But, after being shown evidence of an Equinox Locus cell onboard, she agreed to allow Thrasymedes, chaperoned personally, to investigate.



ELITE

LUPE BALBOA

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
10	9	9	10	9	9	9

FIELDS OF EXPERTISE

Combat	+3	2	Movement	+1	1	Social	+1	-
Fortitude	+2	1	Senses	+2	1	Technical	+3	1

DEFENCES

Firewall	12	Resolve	11	Vigour	11
Security	2	Morale	2	Armour	3

ATTACKS:

- **Knife:** Melee, 1+5 (NS), 1H, Concealed 1, Non-Hackable, Subtle 2, Thrown, Unforgiving 1
- **Combi Rifle:** Range C/M, 1+5 (NS), Burst 2, 2H, Standard, Expert, MULTI Light Mod, Vicious 1
- **Nanopulser:** Range C, 1+5 (NS), Burst 1, 1H, -, Biotech, Subtle 3, Torrent, Vicious 2
- **Panzerfaust:** Range L, 2+5 (NS), Burst 1, 2H, Needle, Munition, Unsubtle
- **Smoke Grenades:** Grenade, N/A, Disposable, Indiscriminate (Close), Nonlethal, Speculative Fire, Smoke 2, Thrown

GEAR: Medium Combat Armour, Optical Disruption Device

SPECIAL ABILITIES:

- **Stubborn:** Lupe Balboa has a Morale Soak of 2.
- **Operative:** Lupe Balboa may roll an additional d20 when making any Hacking test.
- **Pancho:** Lupe Balboa has a pet drakomon called Pancho. Despite being a small, cute, and endearing dragon, it has the same stat block as a Guard Dog (see *Infinity Corebook*, p. 481) and is as well-trained and responsive to Lupe's commands as any good guard dog might be.

SKILL BREAKDOWN:

- **Combat:** Ballistics 2/2; Close Combat 3/2
- **Fortitude:** Discipline 2/1; Extraterrestrial 2/1; Resistance 2/1; Survival 2/1
- **Movement:** Acrobatics 1/1; Athletics 1/1; Pilot 1/0; Stealth 1/1
- **Senses:** Analysis 2/1; Observation 2/1
- **Social:** Animal Handling 1/1; Command 1/0; Lifestyle 1/0; Persuade 1/0; Psychology 1/0
- **Technical:** Education 2/1; Hacking 3/1; Medicine 2/1; Science 2/1; Tech 3/1; Thievery 3/1.

ISOBEL MCGREGOR

As a McGregor, specifically the granddaughter of Isobel McAndrew who is a heroine of the Antipode Offensives, young Isobel McGregor had a lot of reputation to live up to. A hot-headed character, her family was concerned that she might live up to the reputation of her clan and forebears a little too much and enrolled her in the army. Feeling like the regular rank and file was not a place that suited her, she earned a place in the Department of Intelligence, serving on Paradiso with the Ariadnan Expeditionary Corps. Witnessing of the devastating effects of modern technology on the battlefield, she fell into despair that Ariadna had no hope of standing independent in the Human Sphere while it lacked so desperately for technological parity. Unless of course someone could change that – be Prometheus stealing the fire of the modern age from heaven! The Stavka agreed, and she transferred to work alongside Bureau Aegis to aid in joint operations on Paradiso, learning the careful art of an information thief and expert in cyberdefense.

Isobel is an oddity, a hacker from Ariadna. She has worked with Bureau Aegis on Paradiso as an intel operative and has loyalties to the Stavka, Ariadna, and her clan. In the “Hacking the Hack” adventure of *The Cost of Greed* Campaign, Isobel is on Bakunin to learn from the best and has spent some time working alongside several Nomad tech and hacking groups to improve her skills. In this adventure, she is an unwitting pawn, tasked by one of her hacking contacts (who has been tasked by the Equinox cell) to find the PCs as they arrive and to lead them to the Heatwave Enclave.



ELITE

ISOBEL MCGREGOR

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
10	9	8	8	11	10	9

FIELDS OF EXPERTISE

Combat	+2	2	Movement	+1	1	Social	+1	-
Fortitude	+2	1	Senses	+2	1	Technical	+3	2

DEFENCES

Firewall	14	Resolve	11	Vigour	10
Security	1	Morale	1	Armour	2

ATTACKS:

- **Knife:** Melee, 1+5 (N), 1H, Concealed 1, Non-Hackable, Subtle 2, Thrown, Unforgiving 1
- **Rifle:** Range M, 1+5 (N), Burst 2, 2H, Standard, MULTI Light Mod, Vicious 1
- **Flash Pulse:** Range M, 1+5 (N), Burst 1, 2H, Flash, -
- **D-Charges:** Charge, 2+6 (N), 1H, Anti Material 2, Comms, Disposable, Piercing 3, Spread 1, Unsubtle, Vicious 2
- **EM2 Mines:** Mine, 2+5 (N), 1H, Comms, Disposable, Indiscriminate (Close), Unsubtle, Area (Close), Breaker, E/M, Piercing 2

GEAR: Light Combat Armour, White Hacking Device (CLAW-0, SWORD-0, SHIELD-3, GADGET-1, IC-3, UPGRADE: Cyberalert Systems)

SPECIAL ABILITIES:

- **McGregor:** Isobel McGregor has a Morale Soak of 1.
- **Operative:** Isobel McGregor may roll an additional d20 when making any Hacking test.

SKILL BREAKDOWN:

- **Combat:** Ballistics 2/2; Close Combat 2/1
- **Fortitude:** Discipline 2/1; Extraterrestrial 1/0; Resistance 2/1; Survival 2/1
- **Movement:** Acrobatics 1/1; Athletics 1/1; Stealth 1/1
- **Senses:** Analysis 2/1; Observation 2/1
- **Social:** Command 1/0; Lifestyle 1/0; Persuade 1/0; Psychology 1/0
- **Technical:** Education 3/2; Hacking 3/2; Science 1/1; Tech 3/1; Thievery 3/0.



SPECIAL ABILITIES (CONTINUED)

- The First Fiday:** Yasbir's legend serves as a master class in misdirection. Regardless, his skills and record are peerless. He benefits from a Morale Soak of 5 and may reroll up to 3^(N) when making a melee or ranged attack, or 1d20 when an Acrobatics, Stealth, or Thievery test, but must accept the new results. Additionally, he reduces the penalty for firing at a range other than the weapon's optimal range by 1 step (to a minimum of 0) and can draw a weapon as a Free Action. He does not need to have a weapon in hand in order to respond to an attack. As long as he has a weapon within Reach, he can always make a Close Combat test as part of a Defence or Guard Reaction. Further, each Momentum or Heat he spends to gain additional dice for a Close Combat or Stealth test provides two dice, instead of one (+3d20 maximum still applies), and he can substitute his Close Combat skill for Acrobatics when attempting a Defence or Guard Reaction. Finally, he can reroll two d20s when attempting to pick a lock or overcome a security system but must accept the new results.

- Train and Counsel:** Yasbir has decades of experience drawn from many fields, which he freely relates and debates with his students. He may reroll one d20 when making an Analysis, Education, Hacking, Persuade or Tech test but must accept the new result.

HUSAM YASBIR

If misinformation is a way of life for the Hassassins, then the Husam, Yasbir, is the one example who epitomises that lifestyle. A living spectre, an enigmatic myth, a ghost story to terrorise new recruits in the secret services of opposing nations. Yasbir doesn't just espouse the principals of deception, he wrote the book on them.

Rumours insist that Yasbir's involvement with the Hassassins can be traced back to their founding in the wake of Farhad Khadivar's murder. There are even those who say that Yasbir was the first Fiday, and he was the one to orchestrate the campaign of vengeance against Khalaf ibn Ahmad. Some reports place Yasbir on the Hassassin's inner council, the Old Man's right hand who is there to ensure the hardest tasks are successfully completed. A few go as far as to say that Yasbir is the Old Man of the Mountain, hiding in plain sight and taunting his enemies.

Regardless of the truth, which will almost certainly never be known, Yasbir is without doubt the preeminent Husam – those deadly special agents of the Hassassin society. Yasbir's knowledge, wit, and intellect are also renowned outside the subterfuge arena, where he is credited with an insightful knowledge of the Haqqislam doctrine. He is also known to harbour a mischievous temperament that can be surgically aimed to rouse a response, as the Odalisques have recently discovered, much to their chagrin.

In the "Hot Sands" adventure of *The Cost of Greed* campaign Husam Yasbir is the Hassassin contact who will support the characters in helping former MagnaObra executive Rosario Lena escape from Bourak to Concilium.



NEMESIS

HUSAM YASBIR

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
11	12	10	11	10	10	11

FIELDS OF EXPERTISE

Combat	+5	3	Movement	+3	3	Social	+2	2
Fortitude	+2	2	Senses	+3	2	Technical	+3	2

DEFENCES

Firewall	11	Resolve	11	Vigour	9
Security	3	Morale	5	Armour	2

ATTACKS:

- Knife:** Melee, 1+5^(N), 1H, Concealed 1, Non-Hackable, Subtle 2, Thrown, Unforgiving 1
- Viral Sword:** Melee, 1+6^(N), 1H, Non-Hackable, Parry 1, Piercing 2, Subtle 1, Vicious 1
- Rifle + Light Shotgun:** Range C, 1+8^(N), Burst 2, 2H, Medium MULTI, Vicious 1
- Light Shotgun:** Range C, 1+7^(N), Unbalanced, Knockdown
- Nanopulser:** Range C, 1+5^(N), 1H, Biotech, Subtle 3, Torrent, Vicious 2

GEAR: Light Combat Armour, Holoprojector

SPECIAL ABILITIES:

- Loyal unto Death (2 Heat):** Hassassins can never let themselves be taken alive. If the PCs try to capture a Hassassin, a Heat point spend allows the Hassassin to take their own life with a concealed cyanide capsule or similar method.
- Old Man's Right Hand:** Though the truth of his position and identity might never be known, there is no denying that Yasbir is deeply embedded. He can reroll 1d20 when making a Command or Lifestyle test but must accept the new result. Additionally, he nets 2d20 when spending Momentum to add extra dice (instead of 1) and gains 2 additional Momentum on successful Psywar attacks when using the Command skill. Further, any time he needs assistance from other individuals, he reduces the difficulty of the Lifestyle test to find a contact by -1 difficulty, to a minimum of Simple (D0). Finally, he has several elite contacts drawn from across the Human Sphere, which allows him to make a **Challenging (D2) Lifestyle** test to gain additional Assets and resources for any task related to Hassassin activity.
- Silent Death (1 Heat):** Yasbir's targets never see him coming. He may spend Heat in place of Momentum to reduce the category of stealth actions – noisy, sneaky, silent – and reduce the cost by 1 Heat.

SKILL BREAKDOWN:

- Combat:** Ballistics 2/2; Close Combat 5/3
- Fortitude:** Discipline 2/2; Extraterrestrial 2/0; Resistance 2/2; Survival 2/2
- Movement:** Acrobatics 1/1; Athletics 2/1; Pilot 1/0; Stealth 2/1
- Senses:** Analysis 2/2; Observation 3/2
- Social:** Animal Handling 2/0; Command 2/2; Lifestyle 2/2; Persuade 2/2; Psychology 2/2
- Technical:** Education 3/2; Hacking 2/0; Medicine 3/2; Science 2/2; Tech 2/2; Thievery 3/2.

INDIGO BROTHER KONSTANTINOS

Indigo Brother Konstantinos lost Nikki, the woman he loved, in a violent sabotage of the MagnaObra dome-factory where she worked, and she died because of him. A born risk taker, he lost control of his vehicle in his rush to get to the dome, arriving too late to save her and four others. It was this that drove him to join a Military Order, hoping to earn enough credit to have her Resurrected.

In the “Hot Sands” adventure of *The Cost of Greed* campaign, Indigo Brother Konstantinos learned of Rosario Lena’s death, like everyone else, on Maya; there he also learned that she resurfaced shortly afterwards. How the information that she was being held by the Hassassins fell into his lap he isn’t sure, but with it came a glimmer of hope. If he could return a MagnaObra executive, perhaps the corporation would provide for Nikki’s Resurrection. Surprisingly, his superiors green-lit his proposal; its connection to MagnaObra seemed the reason why.

That Konstantinos also has the chance to kill Hassassins is just icing on the cake, because they were the ones who sabotaged the dome where Nikki worked.



ELITE

BROTHER KONSTANTINOS

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
10	9	11	10	8	8	9

FIELDS OF EXPERTISE

Combat	+3	3	Movement	+2	1	Social	+2	-
Fortitude	+2	1	Senses	+2	1	Technical	+1	-

DEFENCES

Firewall	9	Resolve	11	Vigour	13
Security	-	Morale	2	Armour	4

ATTACKS:

- **Knife:** Melee, 1+5 (N), 1H, Concealed 1, Non-Hackable, Subtle 2, Thrown, Unforgiving 1
- **Armour-Piercing Sword:** Melee, 1+10 (N), Piercing 2, Parry 2, Vicious 1
- **Combi Rifle:** Range C/M, 1+5 (N), Burst 2, 2H, Standard, Expert, MULTI Light Mod, Vicious 1
- **D-Charges:** Charge, 2+6 (N), 1H, Anti Material 2, Comms, Disposable, Piercing 3, Spread 1, Unsubtle, Vicious 2

GEAR: AutoMediKit, Heavy Combat Armour (Military Order), Multispectral Visor X

SPECIAL ABILITIES:

- **Unswerving Faith:** Indigo Brother Konstantinos has a Morale Soak of 2.
- **Burning Hatred:** Indigo Brother Konstantinos gains 1 bonus Momentum that may be only be used when making an attack against, or reaction to, a Hassassin enemy.
- **Sword of the Spirit:** When making a melee attack, Indigo Brother Konstantinos can reroll up to 2 (N) but must accept the new results.

SKILL BREAKDOWN:

- **Combat:** Ballistics 2/1; Close Combat 3/3
- **Fortitude:** Discipline 1/1; Extraterrestrial 1/0; Resistance 2/1; Survival 2/1
- **Movement:** Acrobatics 2/1; Athletics 2/1; Pilot 2/0
- **Senses:** Analysis 1/1; Observation 2/1 Social: Command 2/1; Lifestyle 1/0; Persuade 2/0
- **Technical:** Education 1/0; Medicine 1/0



ROSARIO LENA

In the "Hot Sands" adventure of *The Cost of Greed* campaign, Rosario Lena was a high-flying executive for MagnaObra, overseeing facilities across Paradiso, until a chain of events led her to question everything she knew about the Corporation.

MagnaObra has always had a reputation for dirty dealings and involvement with things not strictly legal, but what Lena stumbled across was too far, even for her. In real fear for her life, she fled, riding the Xiangu elevator on Paradiso to orbit and boarding a Circular. Contacts helped her find the Hassassins, and they in turn found her shelter on Bourak.



ELITE

ROSARIO LENA

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
9	9	8	9	10	9	9

FIELDS OF EXPERTISE

Combat	+1	-	Movement	+2	-	Social	+3	2
Fortitude	+1	1	Senses	+2	1	Technical	+1	-

DEFENCES

Firewall	11	Resolve	10	Vigour	9
Security	-	Morale	2	Armour	1

ATTACKS:

- **Knife:** Melee, 1+5 (N), 1H, Concealed 1, Non-Hackable, Subtle 2, Thrown, Unforgiving 1
- **Pistol:** Range: R/C, 1+4 (N), Burst 1, 1H, Standard, Vicious 1

GEAR:

Modcoat - Short

SPECIAL ABILITIES:

- **Driven:** Her experiences at MagnaObra have turned her away from the company she once served and loved. Now, she will stop at nothing to have her story heard. Rosario Lena has a Morale Soak of 2.

SKILL BREAKDOWN:

- **Combat:** Ballistics 1/0; Close Combat 1/0
- **Fortitude:** Discipline 2/0; Resistance 1/0
- **Movement:** Acrobatics 2/0; Athletics 2/0; Pilot 2/0
- **Senses:** Analysis 2/1; Observation 2/1
- **Social:** Command 3/1; Lifestyle 3/2; Persuade 3/1; Psychology 2/2
- **Technical:** Education 2/0; Hacking 1/0; Tech 1/1; Thievery 1/0.

CORAX HASHT

Bred as a soldier and a protector of the Shasvastii race, Corax Hasht was undertaking an induced-learning shift inside its SeedEmbryo when a Tohaa attack destroyed the SpawnEmbryo reserve hatchery for the Aerota star cluster. Driven by revenge, Hasht requested transfer to the Corash unit, where it could inflict the most damage on the Tohaa. Hasht was involved in the capture of the Teramaasu stronghold, in the incursion into the Tojans of the Breo-Kasi gas giant, and the destruction of the scientific colonies of the planet Doymas.

In the “Black Box” adventure of *The Cost of Greed* campaign, Corax Hasht is the key contact providing direction and support from the Combined Army to the cabal within MagnaObra. Calculating and deadly, he a ferocious opponent able to use guile and raw power in equal measure.



NEMESIS

CORAX HASHT

ATTRIBUTES

AGI	AWA	BRW	COO	INT	PER	WIL
12	10	12	12	9	6	11

FIELDS OF EXPERTISE

Combat	+4	2	Movement	+3	2	Social	-	-
Fortitude	+4	2	Senses	+2	2	Technical	+1	-

DEFENCES

Firewall	10	Resolve	15	Vigour	16
Security	-	Morale	1	Armour	-

ATTACKS:

- **Knife:** Melee, 1+5 (N), 1H, Concealed 1, Non-Hackable, Subtle 2, Thrown, Unforgiving 1
- **Assault Pistol:** Range: R/C, 1+4 (N), Burst 2, Unbalanced, Standard, Vicious 1
- **Spitfire:** Range: M, 1+5 (N), Burst 3, 2H, Normal, Spread 2, Unsubtle

GEAR: Nanoscreen. This may be activated with a Technical (D1) test. Once activated, it provides the equivalent of Light Cover to the owner (2& Cover Soak). This Cover Soak only applies to ranged attacks made against the owner while the Nanoscreen is on. The Nanoscreen can remain activated for up to one hour before it needs to be switched and allowed to recharge for at least twenty minutes.

SPECIAL ABILITIES:

- **Common Special Abilities:** Due to its terrifying presence, Corax Hasht has Fear 1, and Threatening 1.
- **Vengeance:** Driven to inflict bloody revenge on the Tohaa, Corax Hasht has a Morale Soak of 1.
- **Pioneer:** Corax Hasht can reroll one d20 when making a Stealth test but must accept the new result.
- **Military Training:** Corax Hasht can reroll up to 2 (N) on ranged attacks but must accept the new results.

SKILL BREAKDOWN:

- **Combat:** Ballistics 3/2; Close Combat 4/2
- **Fortitude:** Discipline 4/2; Extraterrestrial 4/0; Resistance 4/2; Survival 4/2
- **Movement:** Acrobatics 3/2; Athletics 3/2; Stealth 3/2
- **Senses:** Analysis 2/0; Observation 2/2
- **Social:** Command 1/0
- **Technical:** Hacking 1/0; Medicine 1/0; Tech 1/0.