

GALAXY PIRATES



TANKBORN

Clone Assassin (Tankborn Assassin)

This tall humanoid shape is a mass of dark fabric and carbon plates. The assassin's blades are slick with poison and a pale glow emanates from the eye slits of its deathmask.

TANKBORN CR 4, XP 1,200

CN Medium humanoid

Init +4; **Senses** see in darkness; **Perception** +10

DEFENSE

HP 52

EAC 17; **KAC** 18

Fort +6; **Ref** +8; **Will** +3

Weaknesses light blindness

Light Blindness (Ex)

Creatures with light blindness are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. Such creatures are dazzled as long as they remain in areas of bright light.

OFFENSE

Speed 30 ft.

Melee short sword +12 (1d6+2 S plus poison) or 2 short swords +9/+9 (1d6+2 S plus poison)

Ranged needler rifle +9 (1d6+4 P plus poison)

Ranged smoke grenades

Special Attacks death throes, trick attack (+1d8)

STATISTICS

Str +2; **Dex** +4; **Con** +2; **Int** -1; **Wis** +0; **Cha** +1

Feats Cleave, Jet Dash, Multi-Weapon Fighting

Skills Acrobatics +15; Athletics +10, Perception +10, Sleight of Hand +10, Stealth +15

Languages Aklo, Common

SQ poison use

ECOLOGY

Environment tankborn are genetically engineered, they do not have a native environment

Organization solitary, pair, or gang (4-16), or clan (20-80)

Treasure NPC gear (graphite carbon skin, tactical dueling swords [2], needler rifle, Frailty [6], other treasure)

SPECIAL ABILITIES

Death Throes (Su) A Tankborn's body is embedded with explosives that detonate when they are slain. Its body combusts in a flash of white-hot flame, which acts as an incendiary grenade III, dealing 3d6 points of fire damage to all creatures within a 10-foot radius burst. A DC 15 Reflex save halves this damage. A tankborn's gear and treasure are unaffected by this explosion. A Tankborn can detonate this bomb pre-emptively if capture is imminent, via a deadman switch. The bomb detonates automatically if the assassin is killed, incapacitated, or knocked unconscious.

Poison Use (Ex) Tankborn are skilled in the use of poison and never risk accidentally poisoning themselves. Tankborn use black poison on their weapons and generally carry six doses on them. Frailty—*injury*; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save. The poison DC is Constitution-based.

See in Darkness (Su) Tankborn can see perfectly in darkness of any kind.

The secretive and mysterious Tankborn are a guild of assassins operating throughout civilized space. Very little is known about how the guild of assassins operates or how to hire an assassin. However what is well known is that they go to great lengths to hide the identity and motives of their employers. Rumors circulate that the assassins are grown in vats and trained from a young age via neural implants, though little evidence remains to prove these claims.

Tankborn – Medium Humanoid *Life Science* check DCs

DC 10 – A tankborn is a highly trained assassin, their armor and weapons are well maintained and of impeccable quality.

DC 15 – Tankborn see perfectly in the dark, but suffer in bright light

DC 20 – Tankborn are skilled poison-users. When slain they combust in a flash of white-hot flame similar to an incendiary grenade.

DC 25 – Members of the Guild of Assassins are believed to be genetically engineered clones programmed from birth to be perfect and obedient killers.

Tankborn Ecology

The Tankborn are members of an ancient guild of assassins. For a brief time after the Slavern/Eldred War, the assassins were grown in cloning vats using a controlled growth and maturation cycle that made full grown adults in months. This process, developed by Eldred scientists during the war, was outlawed by Galactic decree in the days after the war. These clones were programmed with all the guild training they would need to perform a wide variety of missions in the field.

The history of the guild extended centuries, if not millennia, before the war, and it is assumed that they recruited and trained their assassins in a more traditional manner before the widespread advent of cloning technology. It is unknown how many of these classically trained assassins survive to this day, but there are rumors that some exist at the upper levels of the guild hierarchy. Today, the clones are printed out using large format 3D organ printers invented by Humans. Their mission specific combat training is programmed directly into their nervous systems as soon as the client's credits are deposited into one of the guilds many off world accounts.

Habitat & Society

The guild is a hierarchy with secret guild houses on every civilized world. As with any collection of morally questionable beings, political maneuvering among the guild elders is rampant. The print-on-demand nature of the current clone generation has allowed expansion onto worlds that previously could not support an enormous safehouse hiding row after row of illegal cloning tanks.

Campaign Role

Tankborn are assassins: they kill and/or steal things as directed by their guilds clients. Because of the great expense of their creation, they are seldom used as mercenaries or bodyguards, but it has been known to happen with certain exceedingly rich clientele.

Predation

Tankborn will take the most advantageous route to killing their prey: a single target surrounded by security may fall victim to a needle rifle delivering a deadly venom, while a smaller group of creatures might be subjected to an ambush as the assassin

uses stealth and speed to use his blades to great effect.

Tankborn rarely talk: they aren't there to engage in conversation, but to kill, maim, or kidnap as instructed. Nothing matters to the clone but the mission.

Emergent Behaviors

In groups, Tankborn may be programmed with a wider variety of weapons and techniques. Gangs of assassins with different specialities can be created for complicated mission profiles.