

Profile of an Assassin

By Morrie Mullins

Living Force Plot Director and Campaign Designer

*Melo Centris has appeared in one **Living Force** event so far, and her plans were thwarted by the heroes of Cularin. She will return, though, in future scenarios . . . so what is known of this elusive assassin?*



At first glance, there is nothing to set Melo Centris apart from any other individual who might wander through the cantinas of Cularin. That does depend, to some extent, on who - or what - she chooses to look like, though.

On rare occasions, she ventures out into public wearing her "true face," that of a Human female in her mid-twenties. She has shoulder-length light brown hair and gray-green eyes, and she stands a little over 1.7 meters in height - or at least, that's the official version of what she looks like. All of those features are subject to change on a whim, though, as Centris is almost without peer in the art of disguise. This skill serves her well as one of the rising young assassins of the galaxy.

As with any assassin, it is sometimes unclear whether Centris deserves credit for all the murders attributed to her, or whether she perhaps has committed many more than are currently known. Much of her work has been contracted through Hutt space, and her targets have ranged from a Cerean ambassador (the late Lus-Nati Fellaus, who was killed in his residence; security recordings show only another Cerean - whose retinal scans matched those of Fellaus's sister - entering and leaving his residence during the time the murder occurred, but the sister was on the far side of the galaxy at the time) to an Alderaanian holoivid star (the fondly remembered androgynous Levi Schoen, who was killed on-set with a knife to the back as the holorecorders filmed the coronation of her popular "Queen Jesrella" character). The kills that have been confirmed to be the work of Centris number in the dozens, and they have taken place in all the corners of the galaxy.

The common understanding of Centris is that she was born and grew up in the undercity of Coruscant, having to fend for herself. It is widely believed that she is Force-sensitive, but that she harbors a great dislike for Jedi because of some event (or combination of events) during her childhood. She has yet to target an active member of the Jedi Order, but if the talk is any indication, she is eyeing one or more ranking Jedi, some of whom reside in Cularin. How she made the connection to Nal Hutta is unclear, but the ties are evident in her work. She leaves messages with her victims' bodies, and frequently, they are individuals (like Lus-Nati Fellaus) who have angered one or more Hutts through their actions.

Her methods are brutal and very personal. She prefers knives and is particularly fond of poisons. It is not uncommon for her to utilize a paralytic poison to ensure that the victim is unable to resist, and then make a quick, certain kill. Depending on the particulars of her assignment, she will choose poisons that provide greater or lesser amounts of pain to her victims, and she is a mistress of each poison she uses. In other words, she has worked with them for so long and come into contact with them so many times that she is virtually immune to all of them. Some claim that she is actually a near-Human whose body chemistry is such that it need only encounter a poison once before it develops a form of antibody against it. Regardless, with the amount of poisoning Centris has done, it would be naïve to believe that she has never accidentally poisoned herself - and yet, she lives.

On a number of occasions, her death has been reported, including here in Cularin. However, she is always seen again, and there are rumors that she has paid for surgeries to introduce a number of look-alikes into the galaxy to further spread the fear she hopes to inspire. As with many who tread darker paths, she treats fear as an ally, and while she kills without passion, she feeds on the anger and hatred of the Hutts in her work. She tends to work with non-Humans, particularly Devaronians, Bothans, and Zabraks, as her allies.

While it appears that she may have originally come to Cularin on behalf of the Hutts, it is unclear whether she remains in the system for their reasons or for her own. She can be anywhere, and anyone, at any time. She could be the individual at the next booth over in the restaurant, or the man on the stool beside you in the cantina. She could be an aide to Governor Chistor, or a smuggler in Nirama's employ. She could be a Padawan at the Academy on Almas or, with enough planning, a droid from Uffel.

She is a dangerous, angry individual. Her ultimate agenda remains unclear. But it can't be good.

Melo Centris, Tainted Human Female Force Adept 4/Scoundrel 5/Dark Side Devotee 1; IM +4; Def 22 (+4 Dex, +8 Class); Spd 10 m; VP/WP 52/10; Attack +10/+5 melee (1d4-1 + poison*, knife), +10/+5 ranged (1d4-1 + poison, knife, or 3d6, blaster pistol); SQ Poison Use, Poison Immunity, Illicit Barter, Lucky 1/day, Precise Attack +1, DR 4 (mastercraft armor); SV Fort +4, Ref +11, Will +8; SZ M; FP 2; DSP 6; Rep 1; Str 8, Dex 18, Con 10, Int 14, Wis 12, Cha 14.

* The standard poison Centris employs to disable her victims requires an initial DC 17 Fortitude save. There is no effect if the victim makes the save. Failure to make the save results in 1d6 points of Dexterity damage (2d6 on a critical hit). Failure also requires a second save in the next round (also DC 17 Fortitude), and failure on the second save renders the victim paralyzed and completely helpless for 1d3 hours or until a medpac is applied.

Equipment: blaster pistol, five poisoned knives, mastercraft blast helmet and vest (+2), mastercraft make-up kit (+3 equipment bonus to disguise checks; factored in below), two medpacs.

Skills: Hide +21, Sense Motive +7, Intimidate +7, Spot +11, Craft (Poisons) +10, Bluff +15, Move Silently +16, Disguise +21, Tumble +4.

Force Skills: Enhance Ability +9, Move Object +7, Force Grip +10, Empathy +9, Fear +15, Force Stealth +11.

Feats: Weapons (primitive, simple, blaster pistols), Armor (light), Dodge, Mobility, Stealthy, Skill Emphasis: Force Stealth, Skill Emphasis: Fear, Skill Emphasis: Move Silently, Force Sensitive.

Force Feats: Alter, Sense, Control, Burst of Speed.

*If you want to learn more about the **Living Force** campaign and how to take part in the adventure, this [introduction](#) will get you started.*