

Nacht Jaeger MP

Description

This character is also called the Night Hunter,. The Nacht Jaeger is the invisible right arm of the project A secret group of spies and assassins, they go and do things that are for political reasons; are normally untouchable A specially trained branch of the Project, they were specially trained to infiltrate and deal with “problems”, without the massive presence of a MARS team.

Armor Allowed: Light weight kevlar and resistweave composite, formulated with special photo-sensitive properties. When worn during daylight hours this material is a tan color, during the night or in low light conditions it is black. This material is very soft, almost the consistency of skin. Armor value: 15.

Weapons Allowed: Only small weapons, blades, garrotes, pistols, etc. Sidearms will always have silencers. This doesn't preclude use of larger small arms or long guns, its just that weapons like that, tend to snag on branches etc.

Equipment: Patterned Camouflage clothing for given or expected operational area, Night vision goggles, gas mask, disguise equipment, contact pack equivalent, radio medium range, code books.

Non-weapon skills: Recommended: Psychology, linguistics, swim, scrounge, dowsing, acrobatics, disguise, pharmacy, demolitions.

Weapon skills: *Required:* Knife, Garrote. *Suggested* Blowgun, Dart, Crossbow, Sap, Short bow, Sling, Knife, pistol, MG.

Knife	+20
Garrote	+25
Climb	+10
Ambush	+10
Hide	+20
Hear	+10
Move Silently	+25
HTH	+20
Camouflage	+15
Trailing	+15
Oratory	+25
Ambidexterity	yes

This is in addition to skills learned already, with the rule stipulation that none of the operational skills can be over 80%.

Note: These guys are the MP equivalent to Ninjas. They should almost always be used as NPC's. Only a very courageous, or skilled MP Director should allow these into the game as player characters.

Assignment: Realistically these guys would be assigned to MARS teams, but there would be approximately half of these uber menches assigned to RECON teams. Their specialized training would be invaluable in the assessment of indigenous peoples.

These guys think unconventionally to say the least. With their training and equipment they should be made available only to very skilled players. Only then with very tight controls. They should never be, and would never want to be team leaders.

If you have them in your campaign, psionics should be given out very sparingly. Concentrating on those psi skills, that would assist in infiltration, exfiltration. Combat psi skills should never go to these guys.