

Qualities

Hand Assassin

4-point Quality

Wesley: She obviously doesn't see the same way we do. But she can see.

Cordelia: How? Bat vision?

Wesley: In a sense. The human eye is only capable of registering a small portion of the electromagnetic spectrum. But if Brewer were somehow equipped to see outside that range...

Cordelia: She'd be Superman.

-1.21 Blind Date

The rumors of Hand Assassins are many; some are true, but more often they are not.

The Hand puts their assassins through exhaustive training and they get the following benefits +1 bonus to any two physical attributes. These bonuses can raise the Hand Assassin’s Attributes above the human maximum of six. +1 to the following skills Acrobatics, Getting Medieval, Kung Fu and Occultism.

As a result of their indoctrination they have the Obligation (The Hand) Drawback and a one point Adversary (Various) Drawback (being an assassin for hire means you sometimes bother the wrong people).

Some of the ninjas trained by the Hand are then brought further into the organization and taught darker arts, delving into sorcery and black magic.

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