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| **Name** | **Type** | **Size** | **XP Rating** |
| Sicarius Decanus | Human | Medium | 6 (95 XP) |

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| **Strength** | 7 (+2) |  | **Armor Class** | 12 (Leather, L) | | **Action Points** | 10 |
| **Perception** | 8 (+3) |  | **Avg. Hit Points** | 63 | | **Hit Dice** | 9d8 + 27 |
| **Endurance** | 8 (+3) |  |  | |  | | |
| **Charisma** | 6 (+1) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 7 (+2) |  | **Damage Resistances** | |  | | |
| **Agility** | 10 (+5) |  | **Damage Immunities** | |  | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | | Frenzied, Frightened | | |

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| **Special Traits** | **Special Actions** |
| **Ambusher.** In the first round of a combat, the sicarius has advantage on attack rolls against any creature it surprised.  **Mask of the Wild.** The sicarius can attempt to hide even when it is only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.  **Shadow Stealth.** While in dim light or darkness, the sicarius can take the Hide action for 1 AP.  **Survival Training (3).** The sicarius has a +3 bonus to Athletics, Detection, Sneak, and Survival checks.  **Veterancy (3).** The sicarius has a bonus +3 to all attack rolls. | **Command (2 AP).** The sicarius dispels the *frenzied* or *frightened* condition from an ally that can hear or see it, or orders that unit to immediately make an attack without spending any AP.  **Maneuver (2 AP).** The sicarius grants 2 AP to an ally. That ally can spend one or both AP on taking the Move action out of turn. |

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| **Description** |
| Sicarrii, “assassins,” are specially trained legionaries constructed to undertake the most dangerous and challenging combat assignments the Legion can offer. Special operations, sabotage, deep strikes, recon, and their namesake – the assassination of the Legion’s most dangerous and hated foes.  They are notable for their extreme skill, advanced weaponry and tactics, and their extensive use of camouflaged armor. A single sicarius team may have as many as five different armor sets for each member, painted and designed to blend in with different environments and times of day.  Sicarii are chosen for their complete, psychotic loyalty to the legion, and their willingness to undergo any task with zero questions asked. They silently follow orders, communicating with hand signals, and disappear as quickly as they arrive. Because of how dangerous they are, they belong to a legatus and report directly to them. Centurions must petition their legati for the right to “loan” command of sicarii teams, and never more than one team per centurion.  Sicarii operate in teams of a standardized composition, each member fulfilling a specific role with specialized weaponry to reflect that role:   * Sicarius Decanus – Team commander. Wields a machete, 12.7mm pistol and marksman carbine. * Sicarius Primus – Second in command. Wields a machete and marksman carbine, assault carbine, or combat shotgun. (Uses the sicarius stat block) * Gladiator – Heavy weapons specialist. Wields a super sledge and either a light machine gun or combat shotgun. They are only attached to sicarii teams running missions with a high risk of direct confrontation. * Sicarius Saboteur – Demolitions expert. Wields a machete, grenade rifle, and 2-3 satchel charges with the associated detonator. * Sicarius Pellentesque – Designated marksman. Wields a machete, sniper rifle, and hunting rifle. |