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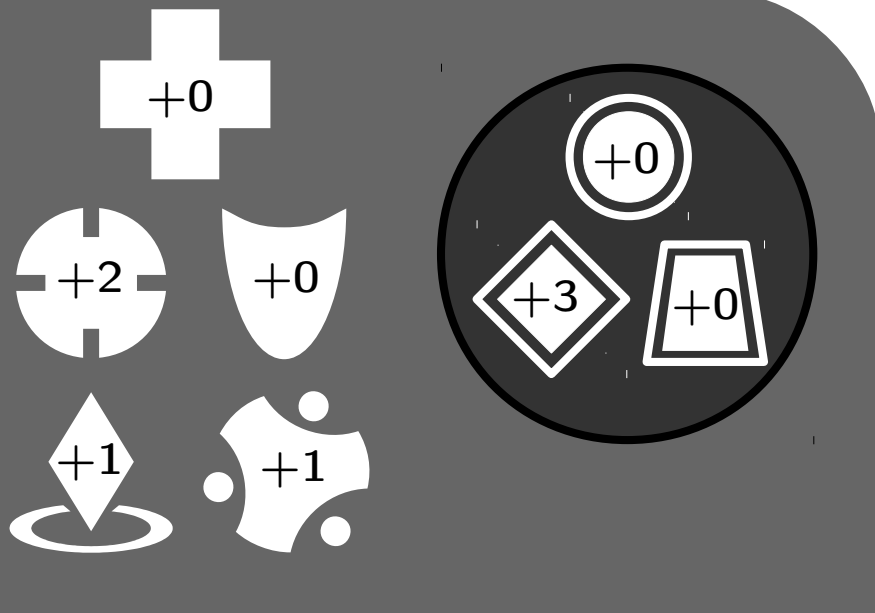
You are a scion of death itself, bringing bloodshed even to the inner sanctums of queens and aristocrats. Bred as an assassin your skills specialize in dealing fatal injuries with blinding speed.

Strategy:

Macabre possess some of the most deadly abilities in the game, but you will need to be able to get near your opponents, so classes such as Shadow and Freerunner may prove useful. If you wish to make yourself less fragile, Predator and Champion will both provide the health boosts you are looking for. Having some teammates who can clean up after you and keep enemies distracted might also prove helpful.

Starting Bonuses:

- ☐ +1 Biotech Gland.
- ☐ +2 ranks Agility, Stealth, Squirm, Manipulate
- ☐ +1 additional attack bonus when using knives or unarmed.
- ☐ When you must make a melee attack to deliver a tech ability, the DC on saving throws goes up by five if your hit is critical.
- ☐ **Equipment:** 2d4 bone knife, x3 crit damage.



Character details:

Who was the first person you killed? Why? _____

Do you have a current hit list? Who is on it? Is this personal, or are you working on the behalf of some employer? _____

Do you believe in destiny or fate? If so, what is your place in it? If not, what do you believe in? _____

How much do your allies know about your past? _____

Have you ever been in love? Where is that person now, and how do you feel about them? _____

Bloodlust

Prep: 3 rounds

Before making a melee attack, you may expend this ability to increase your crit hit range by 20 for that roll. Your Def bonus is reduced to 0 until the start of your next turn.

Pulsebane Malady

Prep: 3 rounds

To use this ability, make an unarmed melee attack. If successful, expend one gland of this ability in order to poison your target. Your target must make a DC 15 Fortitude save each turn. Until they have rid themselves of the poison by passing a total of two saving throws, your victim can not gain life or receive healing. Bleed effects cannot be removed. No effect on robots, or other non-biological beings.

Corpseburn

Prep: 5 mins

You may spend one beat and one use of this ability to spit corrosive bacteria onto a body. Within five minutes the body will dissolve, leaving no trace. Has no effect on inorganic material, nor living flesh. Larger bodies require more time and bacteria to digest, smaller bodies will dissolve faster.

Blood Transfusion

Prep: 5 mins

Each bone needle produced by this ability allows you to transfer any amount of health from yourself to a single biological ally. You must both be stationary and uninterrupted for three minutes to do this. If interrupted, then half the health is lost.

Adder's Caress

Prep: 15 mins

You posses paralyzing venom, just beneath your fingernails. Deploy as an unarmed melee attack (failed attacks do not use up glands). Victims of this attack make a DC 10 fortitude save at the start of each turn, and must pass a total of three saves to break free. For each missed save they will lose motor function- initially taking -2 on physical rolls, then -4, -6,... they become paralyzed at -8, and die of heart failure at -14. (includes ATK, DEF, physical skill checks, etc) Victims that do break free will recover motor function at a rate of 2 points per round. Increase the Fort DC by 5 for each subsequent dose of poison, and for critical hits.

Bone Splinters

Prep: 15 mins

Each use of this ability allows you to launch splinters of bone at your enemies as a 2d8 ranged attack (x3 crits). Doing so deals 1d6 damage to yourself, uses two beats, but prompts no AoO. You may choose to load such splinters with any Biotech poison you have available. If grappling or being grappled, this attack automatically succeeds critically.

Galatea Project

Spending three beats, you are free to either lock, relocate or dislocate your bones. While locked, you are immobile, but gain a +10 strength bonus to hold onto things and/or people. While dislocated you gain +10 on squirm checks, or checks to contort yourself, but can't hold things or walk. In either form, take -4 to defense.

Exsanguinate

Requires: Blood Transfusion

You can now use Blood Transfusion to either give health, or to take health from either a willing ally, or helpless enemy.

One with Death

Requires: 5 Macarbe feats

Pain is irrelevant. Mortality is just a word. Even when reduced to below zero health you may continue to fight as if your life total were positive. If you continue fighting you are incapable of stabilizing, and take 1 point of bleed damage every round. While fighting this way, all biotech abilities with prep time measured in rounds can be prepared in 1 round. Abilities with a minutes long prep time can be prepared in 3 rounds.

Upon hitting your death threshold, you may ignore death, instead taking a fortitude save at the end of each turn. The DC is your negative hp. Failure indicates Death.

You gain a bonus on these Fortitude saves equal to the damage you have dealt during your preceding round. Gain a +10 bonus if you have dealt a critical hit or killed someone.

Hemorrhage

Requires: 5 Macarbe feats Prep: 6hrs

In a supreme act of violence you burst your own arteries and blood vessels, showering the surrounding area in acidic blood. You take Xd6 damage (X chosen by you).

Everyone (aside from you) within 6 meters must take a reflex save, a fortitude save and a will save. (DC 15)

Acidic blood deals Xd12 damage to everyone in the area (reflex save for half damage).

Those who fail the fortitude save are now sickened, taking a -X penalty to all rolls until they rest and recuperate.

Those who fail the will save are now panicked, and will flee from you in any way they are able(for X rounds).

This ability takes two beats, but prompts no AoO.