

Black Sun Master

Lieutenant NPC

The Masters are the main field operatives of Black Sun, deployed to command the Novices in their pursuit of the arcane treasures of the Earth. The Masters tend to operate behind the guise of the SS, with only their Black Sun insignia distinguishing them when in uniform. In addition to commanding in the field, the Masters are often deployed on more clandestine operations behind enemy lines. While their sorcerous capabilities are inferior to the Canons, their abilities should never be underestimated.

Truths

- Battlefield Commander
- Twisted Academic

Attributes

Agility	Brawn	Coordination	Insight	Reason	Will
8	8	8	8	10	9

Skills and Focuses

Academia 3 (Occultism), **Athletics 1**, **Engineering 1**, **Fighting 2** (Close Quarters), **Medicine 1**, **Resilience 2**, **Stealth 1**, **Survival 2**, **Tactics 2** (Battlefield Tactics), **Vehicles 2**

Stress: 11 **Injuries:** 2

Armour: 1 **Courage:** 4

Power 4[CD]

Weapons

- **Black Sun Degen:** (Melee), 4[CD] *Piercing 1, Hunger, Bane, Parrying*
- **Walther P series:** (Handguns), Close range, 3[CD] (Salvo: Vicious), *Close Quarters, Hidden, Reliable*

Escalation Options

- **Flammenwerfer:** (Heavy Weapon), Close, 8[CD] (Salvo: Vicious), *Persistent*

Spells and Rituals

The Black Sun Master has begun their journey down a dark occult path. They are spellcasters who use Reason to cast spells, and know three spells from the spellbook of Nyarlathotep, typically those below, but individuals may vary.

The Nameless Mists: (Reason + Resilience, difficulty 2, cost 5[CD] Drain and +1 Threat per effect) The spell conjures a foul mist in the canon's current zone that lasts 4 rounds, any enemy within the mist at the end of their turn suffers 5[CD] Piercing 2, Stun mental stress. The zone gains the truth Shifting Vile Mists.

Rays of the Black Sun: (Reason + Fighting, difficulty 3, cost 5[CD] Drain, Piercing 1) The master targets a single enemy within medium range with a ranged attack, inflicting 6[CD] mental stress with *Piercing 1* and *Snare* effects.

Mask of the Faceless Sphinx: (Reason + Stealth, difficulty 2, cost 4[CD] Drain) For 4 rounds, allies within close range increase the difficulty of range attacks targeting them by +1 and gain +2 cover.

Special Rules

Fanatic: Fanatics gain +1 to Courage (included above) and gain +X Morale, where X is the number of Fanatics on their side present in the scene (maximum of +5 Morale).