

SPECIAL AGENT PELLETIER

GBF

The Hitman

Some people build cars for a living. Some people cook steaks. You eliminate obstacles.

You're Special Agent Pelletier of the Naval Criminal Investigative Service. Your job description says that you collect evidence to help bring criminals within the Navy to justice. Like so many job descriptions, it is a lie. Your actual job is to do whatever it takes to ensure the Navy's work can continue uninterrupted.

The rest of NCIS does police work; you are the Dirty Harry of the bunch, except that you operate with the full support of your superiors. NCIS Director Warren hired you specifically for this purpose, and you came with a resume - before NCIS, you performed much the same role freelance for corporations, mob bosses, drug lords, whoever. This is better, because you're less likely to be arrested.

Your special role has not made you popular amongst the other NCIS agents. That's okay. You don't need to be popular. However, you must keep an eye on them, in case any of them try to do anything about that. You wouldn't like that, and you assume Director Warren would support any action you might take to prevent them from causing problems.

Recently, you were asked to investigate a Congressman who had involved himself in Resonance, a DARPA project in which the Navy is heavily involved. The idea of the project is to create some kind of virus - for crowd control or causing Braiden's Syndrome; some sissy shit like that. This Congressman had been down to the labs, poking around.

Director Warren thought he might be trying to cause problems for Resonance, and Resonance is a very important project for the Navy, so he asked you to "investigate." You soon caught up with the congressman on a train to Philadelphia and followed him home. It was easy to arrange for him to be hit by a speeding motorist half a block from there.

You enjoy your work. It gives you a sense of satisfaction to know that you're making people's lives easier, in your own small way.

You've encountered **Special Agent Epping** a few times in your work. People in your line of work tend to meet a lot of other agents. Most of them don't like you, but Epping pretty much treats you with the same distance and disdain as Epping treats everyone else.

Advisor Cahill is the National Security Advisor. Cahill knows enough to keep plausible deniability. You never get orders from Cahill, but you have certainly gotten orders from Cahill's people.

Agent Bale is a Secret Service operative. You would hate to go up against one of those. They are as trained and devoted as you can make a human being be.

Director Mercer is not in your direct line of command, but everyone knows you're one of the best. The FBI, for all the name that it has gathered, tries to have very few people like you on its payroll. That means sometimes you do their dirty work as well.