

Liberation Tigers of Tamil Elam

The Tamil Tigers (LTTE) seek an independent Tamil homeland in Sri Lanka, the small island southeast of India, connected to the Indian mainland by a narrow strip of land. They have massive external support among front organizations and Tamil communities in North America, as well as drug smuggling operations in Europe.

The Tigers engage in guerilla warfare with the governments of Sri Lanka and India, including terrorist tactics. Sri Lankan politicians and military leaders have been the targets of assassinations, and suicide bomb attacks have been carried out against both Sri Lankan President Ranasinghe Premadasa in 1993 and Indian Prime Minister Rajiv Gandhi in 1991. The Sri Lankan capitol of Colombo has also been the target of numerous bombings.

The Tigers control the north and eastern coast of Sri Lanka, particularly the Jaffna peninsula, where Tiger control is so complete that the movements of strangers are monitored at all times.

The Tigers have a policy of not attacking foreigners, thinking that to do so would cause a backlash against their foreign front organizations' fundraising activities.

The Tigers armed membership is said to top 10,000.

Holy Wars: Sri Lanka, India.

Operatives: Global.

Size: Large.

Home Base: Jaffna, Northern Sri Lanka.

Cells: United States (fundraising only), Canada (fundraising only), Europe (drug smuggling/fundraising), Asia (fundraising), India (terrorism).

Financial Resources: +25 (massive external fundraising among Tamil communities worldwide, with dozens of front organizations raising capital).

Group Requirements

To qualify for Tamil Tigers a character must meet the following criteria.

BAB: 2+

Skills: Demolitions 3 ranks, Hide 3 ranks, Move Silently 3 ranks

Feats: Personal Firearms Proficiency

Group Features

All of the following are features of Tamil Tigers.

Group Specialties: +2 competence bonus to Demolitions and Survival skill checks; +2 competence bonus to Hide and Move Silently skill checks in Sri Lanka.

Group Enemies: +1 morale bonus to attack and damage rolls when fighting Indian and Sri Lankan government or military forces.

Typical Member Tamil Tigers (Fast Hero 3)

CR 3; Medium-size humanoid; HD 3d8+3; HP 17; Mas 13; Init +2; Spd 40 ft; Defense 18, touch 16, flatfooted 16 (+0 size, +2 Dex, +4 class, +2 equipment); BAB +2; Grap +4; Atk +4 melee (1d4+2, Combat Martial Arts), or +4 ranged (2d8+(Mossberg); FS 5 ft by 5 ft; Reach 5 ft; SQ; AL none; SV Fort +2, Ref +4, Will +2; AP 1; Rep +1; Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8.

Occupation: Military (Demolitions, Survival)

Skills: Craft (mechanical) +3, Demolitions +6, Drive +5, Hide +6, Knowledge (Streetwise) +3, Move Silently +6, Survival +5, Tumble +5

Feats: Combat Martial Arts, Dodge, Mobility, Personal Firearms Proficiency, Armor Proficiency (Light)

Talents (Fast Hero): Increased Speed, Improved Increased Speed

Possessions: Mossberg, Pull-up pouch vest

