Description:

 Assassins are, besides the obvious, covert operatives, spies, and detectives. Assassins deal with straining “Lone Wolf” operations, they typically have no backup. An assassin needs to be quick witted, and quick footed, to be good at their job.

Ideal Skills:

 The combat skills that every member of the Brotherhood is taught are obviously useful. As well as the other “survival” skills that are taught, including basic medical and improvising. One optional skill that would be useful to an assassin is parkour, making the assassin skilled in keeping up with targets, and finding alternate routes to a destination. They will also need to be good problem solvers. Games that make you figure things out would be a good test of your skill in that field. Assassins will need to be able to blend in, to either crowds or certain social groups. Being able to track targets and keep up with them are also useful skills to the assassin.