# **ASSASSIN**

CLASE DE PRESTIGIO

*		ASSASSIN	,
Assassi Level	n		Sneak Attack
1		Death attack Poison use	1d6
2		Uncanny dodge	
3			2d6
4		Hidden weapons True death	
5		Improved uncanny dodge	3d6
6		Quiet death	
7			4d6
8		Esconderse en plena vista	
9		Swift death	5d6
10		Angel of death	

## ATAQUE FURTIVO

BON DAÑO FURTIVO		Assassin		Other Classes
d6	=	d6	+	d6

Sneak attack damage can be applied when a target is flanked or is denied their DEX bonus to AC.

On ranged attacks, it only applies within 30 ft. It is not multiplied by critical hits.

It cannot be non-lethal unless using a non-lethal weapon.

## HIDE IN PLAIN SIGHT

Use stealth even while being observed. Nivel May hide within 10ft of any shadow 8 (except your own).

#### DEATH ATTACK

Study a victim for 3 rounds before making a sneak attack with a melee weapon within 3 rounds. Victim may be either killed or paralysed.

FORTALEZA CD SALV		Assassin Level			
= 10	+		+	INT	
PARALYSIS DURATION = 1d6	+	Assassin Level			
TRUE DEATH					

Victims slain by a Death Attack cannot be revived by magic without a caster level check (or first casting Remove Curse).

Nivel Assassin CASTER LEVEL DC Level = 15 +

QUIET DEATH

On killing a victim during a death attack on a surprise round, may make a stealth check to avoid being identified and disguise that the attack has taken place.

SWIFT DEATH Nivel

Once a day, make a death attack without taking time to study your victim first. Must still sneak attack.

ANGEL OF DEATH Nivel

Once a day, make a death attack which causes your victim to crumble to dust, preventing resurrection.

### **POISON**

Trained in the use of poison. Cannot accidentally poison yourself when applying poison to a blade.

Nivel	FORTITUDI BONUS	Ε	Assassin Level		
2		=		•	2

### **HIDDEN WEAPONS**

Nivel	SLEIGHT OF HAND BONUS	Assassin Level
4	=	: