ASSASSIN

CLASSE DE PRESTIGIO

×		ASSASSIN	#
Nível de Assassino			Ataque Furtivo
1		Death attack Poison use	1d6
2		Esquiva misteriosa	
3			2d6
4		Hidden weapons True death	
5		Esquiva Sobrenatural	Aprim 3d6
6		Quiet death	
7			4d6
8		Hide in plain sight	
9		Swift death	5d6
10		Angel of death	

ATAQUE FURTIVO DANO FURTIVO Out

DANO FURTIVO Outras Classes BÔNUS Assassin

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

Nivel Se stealth even while being observed. May hide within 10ft of any shadow (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.

FORTITUDE SAVE DC Nível de Assassino

= 10 + + INT

PARALYSIS DURATION = 1d6 + Nível de Assassino

TRUE DEATH

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

CONJURADOR Nível de Assassino

= 15 +

QUIET DEATH

Nível

6 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.

Nível SWIFT DEATH

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

Nível ANGEL OF DEATH

10 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.

Nível BÔNUS Nível de Assassino

2 = ÷ 2

HIDDEN WEAPONS

PRESTIDIGITAÇÃO

Nível

BÔNUS Nível de Assassino

