ASSASSIN

CLASSE DI PRESTIGIO

``		ASSASSIN	#
Assassii Livello			Sneak Attack
1		Death attack Poison use	1d6
2		Schivare	
3			2d6
4		Hidden weapons True death	
5		Schivare prodigioso miglio	ra 30d6
6		Quiet death	
7			4d6
8		Nascondersi in piena vista	
9		Swift death	5d6
10		Angel of death	
``	ΑΊ	TTACCO FURTIVO	*

DANNO FURTIVO

Other BONUS Assassin 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. 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.

TEMPRA Assassino CD SALVEZZA Livello + INT **= 10 +** PARALYSIS DURATION = 1d6 + Assass Livello Assassino

TRUE DEATH

Victims slain by a Death Attack cannot be revived I without a caster level check (or first casting Remov

Livello Assassino CASTER LEVEL DC Livello = 15 +

QUIET DEATH

Livello On killing a victim during a death attack on a surpr may make a stealth check to avoid being identified disguise that the attack has taken place.

SWIFT DEATH Livello

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

ANGEL OF DEATH Livello

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

POISON

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

FORTITUDE Assassino Livello **BONUS** Livello 2 ÷ 2

HIDDEN WEAPONS

SLEIGHT OF HAND Assassino Livello **BONUS** Livello

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