ASSASSIN

PRESTIGE CLASS

×		ASSASSIN	*
Assassin Level			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		Hide in plain sight	
9		Swift death	5d6
10		Angel of death	

SNEAK ATTACK

SNEAK DAM	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 (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	Assassin Level			
	= 10 +		+	INT
PARALYSIS DURATION	= 1d6 +	Assassin Level		
mp. rr	DELAMIT			

TRUE DEATH

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

Level
4 CASTER Assassin
Level
= 15 +

QUIET DEATH

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.

Level SWIFT DEATH

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

Level ANGEL OF DEATH

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.

Level	BONUS	Level		
2		=	•	2

CODMIMITE

HIDDEN WEAPONS

Level	SLEIGHT OF HAND BONUS	Assassin Level		
4	=			