ASSASSIN

PRESTIGEKLASSE

7		ASSASSIN	_
Assassi Level	n		Sneak Attack
1		Death attack Poison use	1w6
2		Reflexbewegung	
3			2W6
4		Hidden weapons True death	
5		Improved uncanny dodge	3w6
6		Quiet death	
7			4w6
8		Meisterliches Verstecken	
9		Swift death	5W6
10		Angel of death	

HINTERHÄLTIGER ANGIFF

SCHADEN BONUS	Assassin	Other Classes			
W6 =	W6 +	W6			
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.

Zähigkeit SG des Rettungswurf	Assassin Level
= 10 +	+ IN
$_{\rm DURATION}^{\rm PARALYSIS} = 1d6 +$	Assassin Level
TRITE DEATH	

TRUE DEATH

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

Stufe	CASTER		Assassin
4	LEVEL DC		Level
4		= 15	+

QUIET DEATH

Stufe 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 Stufe

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

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.

	FORTITUDE	Assassin		
Stufe	BONUS	Level		
2				
	;	=	÷	2

HIDDEN WEAPONS

Stufe	SLEIGHT OF HAND BONUS		Assassi Level				
4	=	_	_	_		_	_