# **ASSASSIN**

KLASA PRESTIŻOWA

×		ASSASSIN	*
Poziom Skrtobójcy		<b>6</b>	Podstępny Atak
1		Death attack Poison use	1k6
2		Nieświadomy unik	
3			2k6
4		Hidden weapons True death	
5		Improved uncanny dodge	3k6
6		Quiet death	
7			4k6
8		Ukrywanie się na widoku	
9		Swift death	5k6
10		Angel of death	

# PODSTĘPNY ATAK

PODSTĘPNY OBRAŻENIA PREMIA Assassin Other Classes

k6 = k6 + k6

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

Poziom 8 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.

WYTRWAŁOŚĆ
SAVE DC
SAVE DC
Skrtobójcy

= 10 + + INT

PARALYSIS
DURATION = 1d6 + Poziom
Skrtobójcy

#### TRUE DEATH

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

Poziom
4 CASTER
LEVEL DC Poziom
Skrtobójcy
= 15 +

#### **QUIET DEATH**

Poziom 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.

## Poziom SWIFT DEATH

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

# Poziom 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.

Poziom BONUS Poziom Skrtobójcy
2 = ÷ 2

## HIDDEN WEAPONS

Poziom BONUS Poziom Skrtobójcy
4 =