

ASSASSIN

PRESTIGE CLASS

ASSASSIN		
Assassin Level		Sneak Attack
1	<input type="checkbox"/> { Death attack Poison use	1d6
2	<input type="checkbox"/> Uncanny dodge	
3	<input type="checkbox"/>	2d6
4	<input type="checkbox"/> { Hidden weapons True death	
5	<input type="checkbox"/> Improved uncanny dodge	3d6
6	<input type="checkbox"/> Quiet death	
7	<input type="checkbox"/>	4d6
8	<input type="checkbox"/> Hide in plain sight	
9	<input type="checkbox"/> Swift death	5d6
10	<input type="checkbox"/> Angel of death	

SNEAK ATTACK

SLUIP SCHADE BONUS	Assassin	Other Classes
<input type="text"/> d6	=	<input type="text"/> d6 + <input type="text"/> 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

Level 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.

FORTITUDE SAVE DC	Assassin Level
<input type="text"/>	= 10 + <input type="text"/> + INT
PARALYSIS DURATION	= 1d6 + Assassin Level

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 LEVEL DC
<input type="text"/>	= 15 + <input type="text"/>

QUIET DEATH	
Level 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.

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

ANGEL OF DEATH	
Level 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.

FORTITUDE BONUS	Assassin Level
Level 2	<input type="text"/> = <input type="text"/> ÷ 2

HIDDEN WEAPONS

SLEIGHT OF HAND BONUS	Assassin Level
Level 4	<input type="text"/> = <input type="text"/>

