

# ASSASSIN

## PRESTIGEKLASSE

ASSASSIN		
Assassin Level		Sneak Attack
1	<input type="checkbox"/> { Death attack Poison use	1w6
2	<input type="checkbox"/> Reflexbewegung	
3	<input type="checkbox"/>	2W6
4	<input type="checkbox"/> { Hidden weapons True death	
5	<input type="checkbox"/> Improved uncanny dodge	3w6
6	<input type="checkbox"/> Quiet death	
7	<input type="checkbox"/>	4w6
8	<input type="checkbox"/> Meisterliches Verstecken	
9	<input type="checkbox"/> Swift death	5W6
10	<input type="checkbox"/> Angel of death	

### HINTERHÄLTIGER ANGIFF

**SCHADEN** **BONUS** Assassin Other Classes

$$\boxed{\text{W6}} = \text{W6} + \text{W6}$$

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

Stufe 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.

**Zähigkeit** **SG des Rettungswurf** Assassin Level

$$\boxed{\phantom{000}} = 10 + \phantom{000} + \text{IN}$$

**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).

Stufe 4 **CASTER** **LEVEL DC** Assassin Level

$$\boxed{\phantom{000}} = 15 + \phantom{000}$$

#### QUIET DEATH

Stufe 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

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

#### ANGEL OF DEATH

Stufe 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

Stufe 2  $\boxed{\phantom{000}} = \phantom{000} \div 2$

### HIDDEN WEAPONS

**SLEIGHT OF** **HAND** **BONUS**

Stufe 4  $\boxed{\phantom{000}} = \phantom{000}$  Assassin Level

