## **ASSASSIN**

**CLASSE DI PRESTIGIO** 

×		ASSASSIN	*		
Assassino Livello			Sneak Attack		
1		Death attack Poison use	1d6		
2		Schivare			
3			2d6		
4		Hidden weapons True death			
5		Schivare prodigioso migliora <b>3d</b> 6			
6		Quiet death			
7			4d6		
8		Nascondersi in piena vista			
9		Swift death	5d6		
10		Angel of death			
ATTACCO FURTIVO					

# DANNO FURTIVO

BONUS Assassin

Classes

Other

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

Livello
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.

TEMPRA Assassino Livello = 10 + + INT

PARALYSIS DURATION = 1d6 + Assassino Livello

#### TRUE DEATH

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

CASTER Assassino Livello

= 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.

### Livello SWIFT DEATH

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

## Livello 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 Assassino
Livello
2 = ÷ 2

### HIDDEN WEAPONS