ASSASSIN
PRESTIGE CLASS

ASSASSIN

Assassin Level			Sneak Attack
1	☐	Death attack / Poison use	1d6
2	☐	Uncanny dodge	
3	☐		2d6
4	☐	Hidden weapons / True death	
5	☐	Improved uncanny dodge	3d6
6	☐	Quiet death	
7	☐		4d6
8	☐	Hide in plain sight	
9	☐	Swift death	5d6
10	☐	Angel of Death	

SNEAK ATTACK

SNEAK DAMAGE
BONUS   Other
                Assassin   Classes

☐ 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

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

☐ = 10 + _____ + INT

PARALYSIS
DURATION = 1d6 + Assassin Level

TRUE DEATH
Level **4** Victims slain by a Death Attack cannot be revived by magic without a caster level check (or first casting Remove Curse).

CASTER
LEVEL DC   Assassin
                      Level

☐ = 15 + _____

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** ☐ = _____ ÷ 2

HIDDEN WEAPONS

SLEIGHT OF HAND
BONUS   Assassin
                      Level

Level **4** ☐ = _____