ASSASSIN

CLASSE DI PRESTIGIO

ASSASSIN *						
Assassir Livello		•	Sneak Attack			
1		Death attack Poison use	1d6			
2		Schivare				
3			2d6			
4		Hidden weapons True death				
5		Schivare prodigioso migliora 3d 6				
6		Quiet death				
7			4d6			
8		Nascondersi in piena vista				
9		Swift death 5d6				
10		Angel of death				

DANNO FURTIVO BONUS

Assassin

Other Classes

d6 = d6 + d6

ATTACCO FURTIVO

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

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
CD SALVEZZA

= 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).

Livello

CASTER
LEVEL DC

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

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

Livello

4

SLEIGHT OF
HAND
BONUS

Assassino
Livello

=