



ASSASSIN

The Assassin is an agent of violent change, a hidden warrior removing key figures for flag or fortune. He's a natural social chameleon, skilled at avoiding notice and gaining entry to so-called secure areas. He does this not by slipping from shadow to shadow but by moving with the flow of people, exploiting the anonymity of crowds. Once in place, he strikes with absolute precision; he can't afford to harm bystanders or leave behind evidence, as it's sloppy and won't earn him any new contracts.

Depending on your campaign, an Assassin could be...

- A black-hearted killer only interested in his employer's coin
- A ruthless spy serving a lord through 'diplomacy of the knife'

- A gentleman-bandit harassing a corrupt monarchy from the shadows
- A holy warrior silently slaying the enemies of his faith — in their own homes
- A servant of Magisters, eliminating wild mages before they can grow to full power

Party Role: Talker/Combatant. You're a master at deception and subterfuge, fooling and confusing enemies long enough to deliver a fatal blow. You also recognize the importance of a clean escape and cultivate the fighting skills needed to cut your way to an exit when events undermine your subtle plans.

CLASS FEATURES

Favored Attributes: Charisma, Strength, Wisdom

Class Skills: Blend, Bluff, Crafting, Disguise, Intimidate, Notice, Prestidigitation, Resolve, Sense Motive, Tactics

Skill Points: 6 + Int modifier per level

Vitality: 9 + Con modifier per level

Starting Proficiencies: 4

CORE ABILITY

Heartseeker: Your base attack bonus is considered equal to your Career Level when you attack a special character and when choosing feats, though so long as this improved bonus is needed to meet a feat's prerequisites you may only use the feat's abilities against special characters.

CLASS ABILITIES

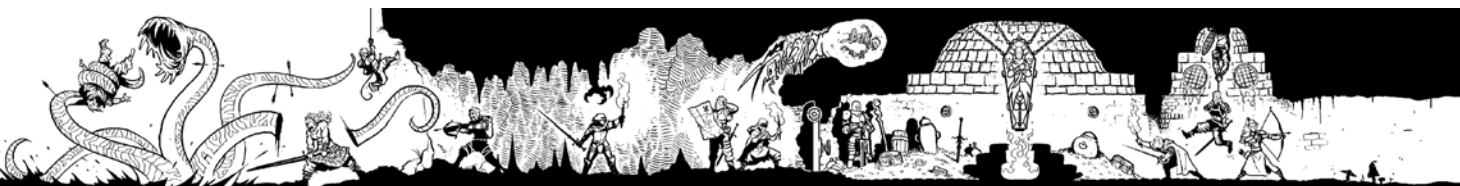
Hand of Death: At Level 1, each time you fail a Blend or Resolve check and don't suffer an error, you still succeed as long as the check DC (or your opponent's check result) is equal to or less than your Class Level + 20. If several grades of success are possible, you achieve only the lowest possible positive result.

If you gain this ability for either skill from two or more classes, add together your levels in all classes granting the ability when determining its effect.

Cold Read: You easily pick up people's social cues and details about their private lives. At Level 2, once per session as a free action, you may ask the GM a number of personal questions equal to your starting action dice about a character you can see and hear. Sample questions include "What does he do for a living?" and "What is her favorite author?" The target may conceal an answer by spending 1 action die per question ignored. You may target each character with this ability only once per session.

At Levels 11 and 19, you may use this ability 1 additional time per session.

Quick on Your Feet: You often have to think fast in your line of work. At Level 3, you make trained Disguise checks even when you lack a kit. Also, once per session, you may make a Mask or Ambush check as a free action.



At Levels 7, 11, 15, and 19, you may use this ability 1 additional time per session.

Unspoken Name: People speak of your growing legend, though more often with fear than admiration. At Levels 4, 8, 12, 16, and 20, you gain 1 rank of Heroic renown and a +1 bonus with Intimidate checks targeting any character who knows about at least one of your previous kills.

Blade Practice: You're familiar with many violent tools. At Level 5, once per adventure, you may spend 1 hour practicing to gain 1 temporary Melee Combat feat of your choice until the end of the current adventure.

At Levels 9, 13, and 17, you may use this ability 1 additional time per adventure.

Masks: You hide your motives and even your identity under many layers of misdirection. At Levels 6, 9, 12, 15, and 18, you may choose 1 of the following abilities. Each of these abilities may be chosen only once.

- *Always Ready:* You may always act during surprise rounds.
- *Black Vial:* You gain a +5 bonus with saves against poison. Also, the DC to save against poison you use increases by 5.
- *Convincing:* Once per session, you may force an opponent to re-roll a successful skill check that would penetrate your disguise. You may not force an opponent to re-roll a critical success.
- *Expertise:* Choose one: Blend, Bluff, Crafting, Disguise, Intimidate, Notice, Prestidigitation, Resolve, Sense Motive,

or Tactics. Taking 10 with this skill doesn't take twice as long and taking 20 takes only 10 times as long.

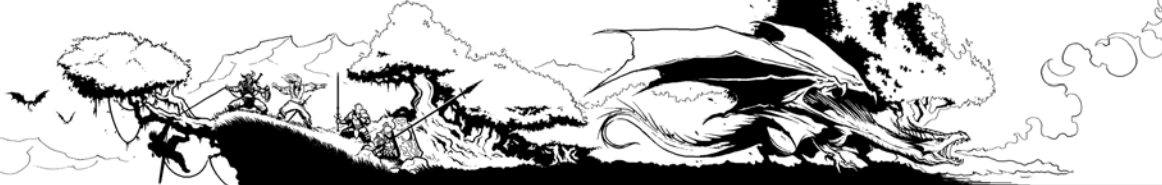
- *Fake It:* You may credibly pretend to possess a skill you don't actually have, gaining a +20 bonus with Bluff checks made to feign its use until the end of the scene. This does *not* actually allow you to use the skill — it merely allows you to *act* like you can. Thus, you could stand next to a physician working on the injured and pretend to know what's going on but you couldn't perform a surgery yourself. You may use this ability a number of times per session equal to your starting action dice.
- *Follow My Lead:* Through a mixture of fast-talk and convincing performance you can shield others from scrutiny. Whenever you're present with a hero who's in disguise, they gain a Disguise check bonus equal to your Charisma modifier (minimum +1).
- *Offer They Can't Refuse:* Your bribery bonuses are doubled.
- *Sneak Attack:* You gain an additional die of sneak attack damage.

Bald-Faced Lie: At Level 10, once per session when you lie to any character, they believe it as truth for a number of minutes equal to your Class Level. Thereafter the target may begin to question the lie, depending on the circumstances. This ability may not support any statement the target absolutely knows to be a lie (e.g. "the sky is green" when it's a clear day and you're both outdoors).

Table 1.5: The Assassin

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Special
1	+0	+1	+1	+1	+1	+2	+1	+0	Hand of death, <i>heartseeker</i>
2	+1	+2	+2	+2	+1	+3	+2	+1	Cold read 1/session
3	+2	+2	+2	+2	+2	+4	+2	+1	Quick on your feet 1/session
4	+3	+2	+2	+2	+2	+5	+2	+1	Unspoken name +1
5	+3	+3	+3	+3	+3	+5	+3	+1	Blade practice
6	+4	+3	+3	+3	+4	+6	+3	+2	Masks
7	+5	+4	+4	+4	+4	+7	+4	+2	Quick on your feet 2/session
8	+6	+4	+4	+4	+5	+8	+4	+2	Unspoken name +2
9	+6	+4	+4	+4	+5	+9	+4	+2	Blade practice, masks
10	+7	+5	+5	+5	+6	+10	+5	+3	Bald-faced lie 1/session
11	+8	+5	+5	+5	+7	+10	+5	+3	Cold read 2/session, quick on your feet 3/session
12	+9	+6	+6	+6	+7	+11	+6	+3	Masks, unspoken name +3
13	+9	+6	+6	+6	+8	+12	+6	+3	Blade practice
14	+10	+6	+6	+6	+8	+13	+6	+4	Finish him!
15	+11	+7	+7	+7	+9	+14	+7	+4	Masks, quick on your feet 4/session
16	+12	+7	+7	+7	+10	+15	+7	+4	Unspoken name +4
17	+12	+8	+8	+8	+10	+15	+8	+4	Blade practice
18	+13	+8	+8	+8	+11	+16	+8	+5	Masks
19	+14	+8	+8	+8	+11	+17	+8	+5	Cold read 3/session, quick on your feet 5/session
20	+15	+9	+9	+9	+12	+18	+9	+5	Bald-faced lie 2/session, unspoken name +5

CHAPTER 1



If you use this ability on a special character, they may make a Will save (DC 10 + your Class Level) to see through the deception.

At Level 20, you may use this ability up to twice per session.

Finish Him!: You've elevated the murder of influential and dangerous foes to an art form. At Level 14, your threat range with attacks and skill checks targeting special characters increases by 4. Also, when one of your attacks or actions would kill a special character, they cannot Cheat Death (see page 384).

BURGLAR

In a world of killing things and taking their stuff, thievery is a time-honored profession. The Burglar cuts out the middle man, using guile, stealth, and good old fashioned dirty tricks to pull off daring raids and heists — often without drawing his weapon. He brings a powerful blend of abilities to an adventuring party, helping them overcome dangerous traps and barriers, circumvent guards, and cut through the defenses of particularly dangerous enemies.

Depending on your campaign, a Burglar could be...

- A danger junkie stealing the most highly guarded prizes for the thrill alone
- A pit fighting champion relying on speed and wits to stay on top
- A ninja penetrating fortresses and manor houses to steel secrets and lives
- A criminal mastermind leading a band of cutthroats to glory and riches
- A traveling merchant fending off bandits and other peril on the road

Party Role: Specialist/Combatant. You are the pre-eminent master of stealth, casually slipping past all but the most impressive security and outwitting all but the savviest guards. You specialize in snatch and grab more than fisticuffs but you're not afraid of a scrap when the need arises.

CLASS FEATURES

Favored Attributes: Dexterity, Wisdom

Class Skills: Acrobatics, Athletics, Bluff, Crafting, Haggle, Investigate, Notice, Prestidigitation, Ride, Search, Sneak, Tactics

Skill Points: 8 + Int modifier per level

Vitality: 6 + Con modifier per level

Starting Proficiencies: 3

CORE ABILITY

Dexterous: You excel at tasks requiring nimble fingers and precise eye-hand coordination. Each time you spend 1 action die to boost a Dexterity-based skill check, you roll and add the results of 2 dice (e.g. at Career Level 1, 1d4 becomes 2d4).

CLASS ABILITIES

Very, Very Sneaky: At Level 1, each time you fail an Acrobatics or Sneak check and don't suffer an error, you still succeed as long as the check DC (or your opponent's check result) is equal to or less than your Class Level + 20. If several grades of success are possible, you achieve only the lowest possible positive result.

If you gain this ability for either skill from two or more classes, add together your levels in all classes granting the ability when determining its effect.

Evasion I: At Level 2, whenever you aren't *flat-footed* and make a successful Reflex save to reduce damage, you suffer no damage at all.

Evasion II: At Level 11, whenever you aren't *flat-footed* and fail a Reflex save to reduce damage, you suffer only 1/2 damage (rounded down).

Evasion III: At Level 19, you may forego rolling when making a Reflex save, instead setting your result to your Reflex save bonus + 10.

Bonus Feat: You're focused and cunning, engaging in larceny and assault with equal ease. At Levels 3, 5, 7, 9, 11, 13, 15, 17, and 19, you gain 1 additional Melee Combat or Covert feat.

Uncanny Dodge I: Your senses are supremely sharp, letting you react quickly to danger. At Level 4, you retain

your Dexterity bonus to Defense (if any) even when *flat-footed*.

Uncanny Dodge II: At Level 8, you never become flanked.

Uncanny Dodge III: At Level 12, you gain a +4 bonus with Reflex saves made to avoid traps, as well as a +4 bonus to Defense against attacks made by traps.

Uncanny Dodge IV: At Level 16, the first time in each scene when an attack reduces you to 0 or fewer wounds, the attack instead misses you.

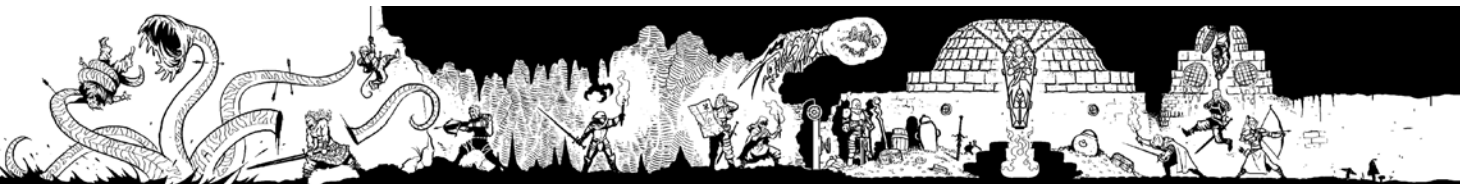
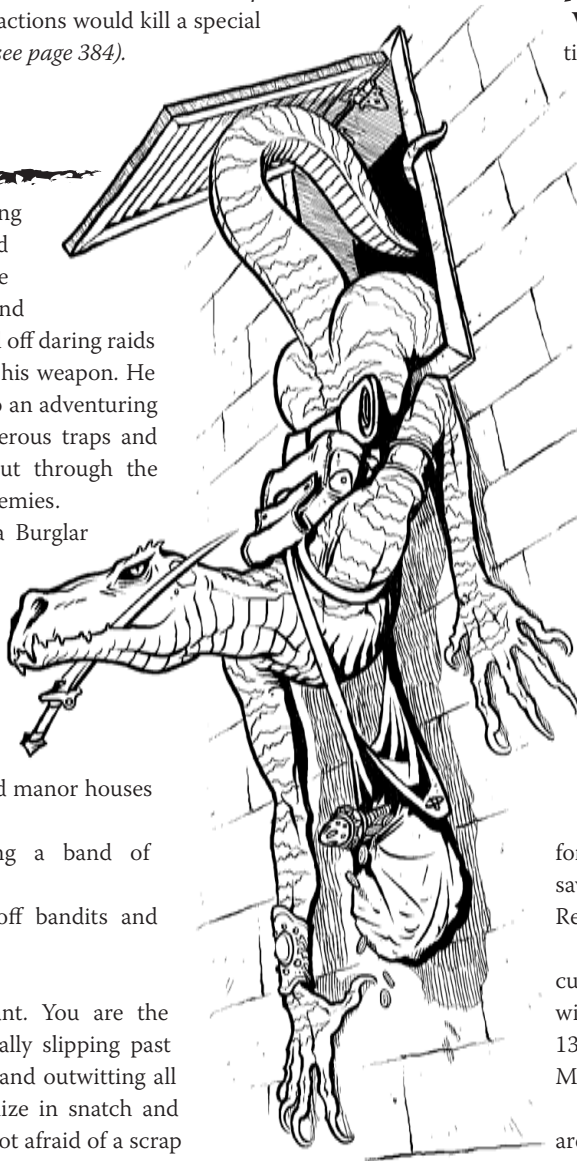


Table 1.6: The Burglar

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Special
1	+0	+0	+2	+0	+2	+2	+0	+1	<i>Dexterous</i> , very, very sneaky
2	+1	+0	+3	+0	+3	+3	+0	+1	Evasion I
3	+2	+1	+3	+1	+3	+4	+1	+2	Bonus feat
4	+3	+1	+4	+1	+4	+5	+1	+2	Uncanny dodge I
5	+3	+1	+4	+1	+5	+5	+1	+3	Bonus feat
6	+4	+2	+5	+2	+6	+6	+2	+3	Bag of tricks
7	+5	+2	+5	+2	+6	+7	+2	+4	Bonus feat
8	+6	+2	+6	+2	+7	+8	+2	+4	Uncanny dodge II
9	+6	+3	+6	+3	+8	+9	+3	+5	Bag of tricks, bonus feat
10	+7	+3	+7	+3	+9	+10	+3	+5	I'll cut you! (<i>bleeding</i>)
11	+8	+3	+7	+3	+9	+10	+3	+6	Bonus feat, evasion II
12	+9	+4	+8	+4	+10	+11	+4	+6	Bag of tricks, uncanny dodge III
13	+9	+4	+8	+4	+11	+12	+4	+7	Bonus feat
14	+10	+4	+9	+4	+12	+13	+4	+7	Prince of thieves
15	+11	+5	+9	+5	+12	+14	+5	+8	Bag of tricks, bonus feat
16	+12	+5	+10	+5	+13	+15	+5	+8	Uncanny dodge IV
17	+12	+5	+10	+5	+14	+15	+5	+9	Bonus feat
18	+13	+6	+11	+6	+15	+16	+6	+9	Bag of tricks
19	+14	+6	+11	+6	+15	+17	+6	+10	Bonus feat, evasion III
20	+15	+6	+12	+6	+16	+18	+6	+10	I'll cut you! (<i>stunned</i>), uncanny dodge V

Uncanny Dodge V: At Level 20, you never become *flat-footed* and may not be targeted with Coup de Grace actions unless you're *held*, *paralyzed*, or *unconscious*.

Bag of Tricks: You know a hundred ways to use the shadows to your advantage. At Levels 6, 9, 12, 15, and 18, you may choose 1 of the following abilities. Each of these abilities may be chosen only once.

- **Bloody Mess:** You inflict particularly heinous wounds. At the start of each round when an opponent is *bleeding* from one of your attacks, he suffers additional damage equal to your Wisdom modifier (minimum 1).
- **Expertise:** Choose one: Acrobatics, Athletics, Bluff, Crafting, Haggle, Investigate, Notice, Prestidigitation, Ride, Search, Sneak, or Tactics. Taking 10 with this skill doesn't take twice as long and taking 20 takes only 10 times as long.
- **He Did It!:** When you successfully Taunt an opponent you may force him to attack any character adjacent to you (other than himself). You may use this ability a number of times per scene equal to your starting action dice.
- **Look Out!:** Each ally and teammate within 10 ft. who can see and hear you gains the benefits of *uncanny dodge I*. This does *not* stack with *uncanny dodge* abilities they already have.
- **Slippery:** You often trip opponents up with their own attacks. Once per round when an adjacent opponent's attack misses you by 5 or more, you may immediately attempt to Tire the opponent as a free action. You may substitute Acrobatics in place of Resolve for this action.

- **Sneak Attack:** You gain an additional die of sneak attack damage.
- **Stick Close and Don't Make a Sound:** When you make a Sneak check, a single adjacent ally or teammate may share your result. The character must remain within 10 ft. of you to retain this benefit.
- **Stash it:** As a free action, you may make a Stash check to hide 1 object weighing up to 1 lb. Inspection fails to find the object unless a threat or critical success is scored.

I'll Cut You!: At Level 10, each time you successfully Anticipate, Disarm, Distract, Feint, Taunt, or Tire an adjacent opponent, he must also make a Reflex save (DC 10 + the number of Covert feats you possess + your Dex modifier) or begin *bleeding*.

At Level 20, if the opponent fails the save and is already *bleeding*, he is *stunned* for 1 round.

Prince of Thieves: You've carved out a tidy little empire for yourself. At Level 14, your maximum Prizes increase by 4 and you gain 400 Reputation that must immediately be spent on contacts, holdings, or magic items.

