

# ASSASSIN

## PRESTIGE CLASS

| ASSASSIN       |   |              |
|----------------|---|--------------|
| Assassin Level |   | Sneak Attack |
| 1              | <input type="checkbox"/> { Death attack<br>Poison use   | 1d6          |
| 2              | <input type="checkbox"/> Uncanny dodge                  |              |
| 3              | <input type="checkbox"/>                                | 2d6          |
| 4              | <input type="checkbox"/> { Hidden weapons<br>True death |              |
| 5              | <input type="checkbox"/> Improved uncanny dodge         | 3d6          |
| 6              | <input type="checkbox"/> Quiet death                    |              |
| 7              | <input type="checkbox"/>                                | 4d6          |
| 8              | <input type="checkbox"/> Hide in plain sight            |              |
| 9              | <input type="checkbox"/> Swift death                    | 5d6          |
| 10             | <input type="checkbox"/> Angel of death                 |              |

## SNEAK ATTACK

| SNEAK DAMAGE BONUS      | Assassin | Other Classes                                     |
|-------------------------|----------|---|
| <input type="text"/> d6 | =        | <input type="text"/> d6 + <input type="text"/> 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.<br>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.

|                              |                                   |
|------------------------------|-----------------------------------|
| <b>FORTITUDE</b><br>SAVE DC  | Assassin Level                    |
| <input type="text"/>         | = 10 + <input type="text"/> + INT |
| <b>PARALYSIS</b><br>DURATION | = 1d6 + Assassin Level            |

|  |                             |
|--|-----------------------------|
| <b>TRUE DEATH</b>  |                             |
| Victims slain by a Death Attack cannot be revived by magic without a caster level check (or first casting Remove Curse). |                             |
| Level 4  | <b>CASTER</b><br>LEVEL DC   |
| <input type="text"/>   | = 15 + <input type="text"/> |

|                    |   |
|--------------------|---|
| <b>QUIET DEATH</b> |   |
| 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. |

|                    |  |
|--------------------|--|
| <b>SWIFT DEATH</b> |  |
| Level 9            | Once a day, make a death attack without taking time to study your victim first. Must still sneak attack. |

|                       |   |
|-----------------------|---|
| <b>ANGEL OF DEATH</b> |   |
| 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.

|                           |   |
|---------------------------|---|
| <b>FORTITUDE</b><br>BONUS | Assassin Level                                  |
| Level 2                   | <input type="text"/> = <input type="text"/> ÷ 2 |

## HIDDEN WEAPONS

|                                 |   |
|---------------------------------|---|
| <b>SLEIGHT OF HAND</b><br>BONUS | Assassin Level                              |
| Level 4                         | <input type="text"/> = <input type="text"/> |

