ASSASSIN

PRESTIGE CLASS

_		ASSASSIN	, , , , , , , , , , , , , , , , , , ,
Assassi Level	n		Sneak Attack
1		Death attack Poison use	1d6
2		Uncanny dodge	
3			2W6
4		Hidden weapons True death	
5		Improved uncanny dodge	3 d 6
6		Quiet death	
7			4d6
8		Hide in plain sight	
9		Swift death	5d6
10		Angel of death	

🔻 HINTERHÄLTIGER ANGIFF 🕡

SCHADEN BONUS	Assassin	Other Classes
W6 =	W6 +	W6
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.

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

Stufe 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.

Zähigkeit SAVE DC	_	Assassin Level	
	= 10 +		+ IN
PARALYSIS DURATION	= 1d6 +	Assassin Level	

TRUE DEATH

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

4	CASTER LEVEL DC		Assassin Level	
		= 15 +		

QUIET DEATH

Stufe 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.

Stufe SWIFT DEATH

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

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	Assassin		
Stufe	BONUS	Level		
2		=	•	2

HIDDEN WEAPONS

Stufe	SLEIGHT OF HAND BONUS	Assassi Level
4	=	: