

# 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                 |              |

### ATTACCO FURTIVO

#### DANNO FURTIVO

##### BONUS

Assassin

Other  
Classes

$$\boxed{\phantom{00}} d6 = \phantom{00} d6 + \phantom{00} d6$$

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

Livello 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.

#### TEMPRA

##### SAVECD

Assassin  
Level

$$\boxed{\phantom{00}} = 10 + \phantom{00} + INT$$

#### PARALYSIS

##### DURATION

$$= 1d6 + \text{Assassin Level}$$

#### TRUE DEATH

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

Livello  
4

#### CASTER LEVEL DC

Assassin  
Level

$$\boxed{\phantom{00}} = 15 + \phantom{00}$$

#### QUIET DEATH

Livello  
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  
9

#### SWIFT DEATH

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

Livello  
10

#### 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

##### BONUS

Assassin  
Level

Livello  
2

$$\boxed{\phantom{00}} = \phantom{00} \div 2$$

### HIDDEN WEAPONS

#### SLEIGHT OF

##### HAND BONUS

Assassin  
Level

Livello  
4

$$\boxed{\phantom{00}} = \phantom{00}$$

