

# ASSASSIN

## KLASA PRESTIŻOWA

### ASSASSIN

Assassin Level		Sneak Attack
1	<input type="checkbox"/> { Death attack Poison use	1k6
2	<input type="checkbox"/> Uncanny dodge	
3	<input type="checkbox"/>	2k6
4	<input type="checkbox"/> { Hidden weapons True death	
5	<input type="checkbox"/> Improved uncanny dodge	3k6
6	<input type="checkbox"/> Quiet death	
7	<input type="checkbox"/>	4k6
8	<input type="checkbox"/> Hide in plain sight	
9	<input type="checkbox"/> Swift death	5d6
10	<input type="checkbox"/> Angel of death	

### PODSTĘPNY ATAK

#### PODSTĘPNE OBRAŻENIA

PREMIA

Assassin

Other  
Classes

$$\boxed{\phantom{00}} k6 = \boxed{\phantom{00}} k6 + \boxed{\phantom{00}} k6$$

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

Poziom 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.

#### WYTRWAŁOŚĆ

SAVE DC

Assassin

Level

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

#### 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).

Poziom

4

#### CASTER

LEVEL DC

Assassin

Level

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

#### QUIET DEATH

Poziom

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.

Poziom

9

#### SWIFT DEATH

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

Poziom

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

Poziom

2

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

### HIDDEN WEAPONS

#### SLEIGHT OF

HAND

BONUS

Assassin

Level

Poziom

4

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