ASSASSIN

PRESTIGE CLASS

ASSASSIN

Assassin Level			Sneak Attack
1	☐	Death attack Poison use	1d6
2	☐	Uncanny dodge	
3	☐		2d6
4	☐	Hidden weapons True death	
5	☐	Improved uncanny dodge	3d6
6	☐	Quiet death	
7	☐		4d6
8	☐	Hide in plain sight	
9	☐	Swift death	5d6
10	☐	Angel of death	

SNEAK ATTACK

SNEAK DAMAGE BONUS = Assassin d6 + Other Classes 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. 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.

FORTITUDE SAVE DC = 10 + Assassin Level + INT

PARALYSIS DURATION = 1d6 + Assassin Level

TRUE DEATH

Level 4

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

CASTER LEVEL DC = 15 + Assassin Level

QUIET DEATH

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.

SWIFT DEATH

Level 9

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

ANGEL OF DEATH

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.

FORTITUDE BONUS

Level 2

FORTITUDE BONUS = Assassin Level ÷ 2

HIDDEN WEAPONS

SLEIGHT OF HAND BONUS

Level 4

SLEIGHT OF HAND BONUS = Assassin Level