# **ASSASSIN**

**PRESTIGEKLASSE** 

| *                |   | ASSASSIN                  | ,               |
|------------------|---|---------------------------|-----------------|
| Assassi<br>Level | n |                           | Sneak<br>Attack |
| 1                |   | Death attack Poison use   | 1w6             |
| 2                |   | Uncanny dodge             |                 |
| 3                |   |                           | 2W6             |
| 4                |   | Hidden weapons True death |                 |
| 5                |   | Improved uncanny dodge    | 3W6             |
| 6                |   | Quiet death               |                 |
| 7                |   |                           | 4w6             |
| 8                |   | Meisterliches Verstecken  |                 |
| 9                |   | Swift death               | 5W6             |
| 10               |   | Angel of death            |                 |

# 🔻 HINTERHÄLTIGER ANGIFF 🕡

| SCHADEN<br>BONUS                                 | Assassin             | Other<br>Classes |  |  |
|--|----------------------|------------------|--|--|
| W6   | <b>=</b> W6 <b>+</b> | 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.

It is not multiplied by critical hits.

It cannot be non-lethal unless using a non-lethal weapon.

## HIDE IN PLAIN SIGHT

Use stealth even while being observed. May hide within 10ft of any shadow 8 (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 eitl

| FORTITUDE<br>SAVE DC  | Assassin<br>Level       |  |
|-----------------------|-------------------------|--|
|                       | = 10 + + IN             |  |
| PARALYSIS<br>DURATION | 1d6 + Assassin<br>Level |  |
| TRUE                  | DEATH                   |  |

Victims slain by a Death Attack ca without a caster level check (or fi

Stufe Assass CASTER LEVEL DC Leve = 15 +

#### QUIET DEATH

Stufe On killing a victim during a death may make a stealth check to avoi disguise that the attack has taken

#### **SWIFT DEATH** Stufe

Once a day, make a death attack 9 study your victim first. Must still

#### ANGEL OF DEATH

Once a day, make a death attack to crumble to dust, preventing res

### **POISON**

Trained in the use of poison. Cannot accidwhen applying poison to a blade.

|            | FORTITUDE<br>BONUS | Assassin<br>Level |   |
|------------|--------------------|-------------------|---|
| Stufe<br>2 | DONUS              | _                 | • |
|            |                    | _                 | • |

### **HIDDEN WEA**

| Stufe<br>4 | SLEIGHT OF<br>HAND<br>BONUS |   | Assassi<br>Level |  |   |   |   |   |
|------------|-----------------------------|---|------------------|--|---|---|---|---|
|            |                             | = | _                |  | _ | _ | _ | _ |

| ther killed or paralysed.   |     |
|---|-----|
| • IN  | ×   |
| cannot be revived by magic<br>irst casting Remove Curse).<br>esin<br>el |     |
|   |     |
| n attack on a surprise round,<br>id being identified and<br>n place.    |     |
| without taking time to sneak attack.                                    |     |
| which causes your victim surrection.                                    |     |
| <b>,</b>  |     |
| lentally poison yourself  |     |
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