ASSASSIN

PRESTIGE CLASS

| • | | ASSASSIN | - |
|------------------|---|----------------------------|-----------------|
| Assassi Level | n | C Death attack | Sneak Attack |
| 1 | | Death attack Poison use | 1d6 |
| 2 | | Schivare | |
| 3 | | | 2d6 |
| 4 | | Hidden weapons True death | |
| 5 | | Improved uncanny dodge | 3 d 6 |
| 6 | | Quiet death | |
| 7 | | | 4d6 |
| 8 | | Nascondersi in piena vista | |
| 9 | | Swift death | 5d6 |
| 10 | | Angel of death | |

ATTACCO FURTIVO

DANNO FURTIVO
BONUS Assassin

Other Classes

d6 = d6 + 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

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.

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

= 15 +

QUIET DEATH

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 SWIFT DEATH

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

Livello 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 Level

2 = ÷ 2

HIDDEN WEAPONS

SLEIGHT OF HAND Assassin Level
4 = =