ASSASSIN

PRESTIGEKLASSE

*		ASSASSIN	×
Assassi Level	n		Sneak Attack
1		Death attack Poison use	1w6
2		Reflexbewegung	
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	

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SCHADEN BONUS	Assassin	Other Classes
W6	= W6 +	We
Sneak attack da	amage can be annlied	when a tarm

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

Stufe 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		Assassin Level	
	= 10 +	+	IN
PARALYSIS DURATION	= 1d6 +	Assassin Level	
Victims			nnot be revived by mag

without a caster level check (or first casting Remo

LEVEL DC Level

QUIET DEATH

Stufe 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.

Stufe SWIFT DEATH

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

ANGEL OF DEATH

Once a day, make a death attack which causes your victin to crumble to dust, preventing resurrection.

POISON

Trained in the use of poison. Cannot accidentally poison yoursel when applying poison to a blade.

	FORTITUDE	1	Assassin		
Stufe	BONUS		Level		
2		=		•	2

HIDDEN WEAPONS

Stufe	HAND BONUS	ď	A	۱s	s Le				i
4		=			_	_	_	_	

revived by magic g Remove Curse).		
a surprise round, dentified and		
aking time to ack.		
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ison yourself		
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