ASSASSIN

CLASE DE PRESTIGIO

'k		ASSASSIN	,
Assassi Level	n	■ Death attack	Sneak Attack
1		Poison use	1d6
2		Uncanny dodge	
3			2d6
4		Hidden weapons True death	
5		Improved uncanny dodge	3d6
6		Quiet death	
7			4d6
8		Esconderse en plena vista	
9		Swift death	5d6
10		Angel of death	

Ataque Furtivo

BON DAÑO FURTIVO	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

Nivel 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 melec weapon within 3 rounds. Victim may be either killed or paralysed.

FORTA		Assassin Level	
	= 10	++	INT
PARA DURA	ALYSIS = 1d6	+ Assassin Level	
NI:I			annot be revived by magi rst casting Remove Curs
Nivel	CASTER	Assass	sin

CASTER Assassin Level = 15 +

QUIET DEATH

Nivel
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.

Nivel SWIFT DEATH

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

Nivel 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.

Nivel	FORTITUDE BONUS	Ē.	Assassin Level	
2		=		•

HIDDEN WEAPONS

Nivel	HAND BONUS	Assassin Level	
4	=		

g a sneak attack with a melee either killed or paralysed.
+ INT
cannot be revived by magic first casting Remove Curse). assin vel
th attack on a surprise round, roid being identified and ken place.
k without taking time to II sneak attack.
k which causes your victim resurrection.
identally poison yourself
÷ 2
APONS