# **ASSASSIN**

**CLASE DE PRESTIGIO** 

*		ASSASSIN	<b>"</b> (
Assassi Level	n	C Death attack	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	

## ATAQUE FURTIVO

BONUS DAÑO BONUS	Assassin	Other Classes
d6 =	d6 <b>+</b>	d6
Sneak attack damag	ge 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 melee weapon within 3 rounds. Victim may be either killed or paralysed.

FORTALEZA SAVE DC		Assassin Level	
	= 10 +	+	INT
PARALYSIS DURATION	= 1d6 +	Assassin Level	
Victims			nnot be revived by ma

without a caster level check (or first casting Remove Curse).

4 CASTER Assassin
LEVEL DC 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.

# Nivel 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 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	BONUS	Assassin Level			
2		=	÷ 2		

### HIDDEN WEAPONS

Nivel	SLEIGHT OF HAND BONUS		Assassin Level						
4		=			_	_	_	_	