

33 Assassin (Ver 1.0)

Assassin is not a skill which should be carelessly chosen, as the skill is not looked upon with great favour by members of society (at least until they need one). Assassins will vary in philosophy and methods; they may be cold-hearted but not necessarily evil. The GM must allow assassins to practice their art as they wish, and this may result in solo adventures.

An assassin increases their chance of performing any action involving stealth.

An assassin increases stealth (see §29.6) by 2% per Rank they have achieved with the ability.

33.1 Restrictions

An assassin must be able to use the sap or garotte at a minimum of Rank 1 before advancing past Rank 2.

33.2 Benefits

An assassin increases their chance of causing a Grievous injury as their Rank increases.

If the assassin is attacking in a surprise situation, their chance of causing a Grievous Injury is increased by 2% per Rank. If an assassin attacks a victim through a rear hexside during combat, their chance of causing a Grievous Injury is increased by 1% for every Rank. If an assassin attacks a victim through a front hexside during combat, their chance of causing a Grievous Injury is increased by 1% for every three Ranks (round down). An assassin does not gain the above bonuses when engaging in Ranged Combat.

An assassin may gain information from a victim through torture.

The assassin must torture their victim for a period equal to (Victim's Willpower / Assassin's Rank) hours to try to gain an important secret. The assassin's chance of forcing the victim to reveal the secret is $(10 \times \text{Assassin's Rank} - 4 \times \text{Victim's Willpower})\%$. If the GM's roll on percentile dice is equal to or less than the success percentage, the assassin gains the exact information they require. If the assassin fails to gain the desired information, they may try another torture attempt. A victim can withstand a number of torture attempts equal to one fifth their Endurance (round down) before they die.

If the information an assassin seeks is not of great importance to the victim, the GM should decrease the time required to gain it and increase the assassin's success chance appropriately.

An assassin is trained to improve their memory.

Whenever an assassin wishes to recall the details of a place or routine they have surveyed, the GM rolls percentile dice. If the roll is equal to or less than $(5 \times \text{Perception} + 2 \times \text{Rank})$, the assassin has a perfect memory of the place or routine. If the roll is greater than the assassin's success percentage, the GM should inveigle more and more erroneous information into their description as the roll approaches 100.

The GM may decrease the success percentage for difficult feats of memory.

An assassin is able to buy poisons, distilled venoms and acids at cost (i.e. no mark-up) from an alchemist.

An assassin causes their target increased damage when attacking through a rear hexside in Melee Combat.

Increase the damage caused by a blow from an assassin by 1 for every Rank when they strike their target through a rear hex in Melee Combat.

An assassin increases their chance of knocking out a target.

An assassin may attempt to automatically knockout a target when using a sap. They must make a successful strike while attacking from behind or surprise against an unhelmeted opponent.

In addition their chance of knocking out a target (see §3.9) with a sap is increased by 2% for each Rank they have achieved in assassin.