

Assassin

Prime Attributes: Strength, Dexterity,
Intelligence 13+ (+10% xp)

Minimum Stats: Strength, Dexterity, Intelligence 12

Armor/Shield Permitted: Leather/No

Weapons Permitted: Any

Race: Human

Alignment: Neutral

Level	XP	HD	ST	AB
1	0	1d6	15	0
2	1,500	2d6	14	0
3	3,000	3d6	13	+1
4	6,000	4d6	12	+2
5	12,000	5d6	11	+2
6	24,000	6d6	10	+3
7	48,000	7d6	9	+4
8	96,000	8d6	8	+5
9	192,000	9d6	7	+6
10	275,000	10d6	6	+7
11	400,000	11d6	5	+7
12	550,000	12d6	5	+8
13	700,000	13d6	5	+9
14	850,000	+1 hp	5	+9
15	1,000,000	+1 hp	5	+10
16	1,150,000	+1 hp	5	+11
17	1,300,000	+1 hp	5	+12
18	1,450,000	+1 hp	5	+12
19	1,600,000	+1 hp	5	+13
20	1,750,000	+1 hp	5	+13

Abilities

Shadowy Senses: Years spent hiding in shadows and cultivating an awareness of his surroundings have given the Assassin an almost preternatural ability to work in the dark. As long as the Assassin is not in magical darkness he can “see” out to 10’ with sufficient clarity to move & fight (but not to read).

Thief Skills: Hide in Shadows [+3] and Move Silently [+3]

Backstab: Same as a thief. (levels 1-4 x2, 5-8 x3, 9-12 x4, 13+ x5) In addition the Assassin adds his **level** of experience to the damage total. Due to their focus on stealth and murder Assassins are able to backstab by simply being behind the target. A hide or move silently roll is not required as long as the target is distracted in some way.

Poison Arts: An Assassin is always knowledgeable regarding the uses of poison. If he has access to poison, normally by black market dealers, he can apply it to his weapons or to food & drink without any fear of accidentally poisoning himself. However with a successful **Poison Arts** skill check [+3], Assassins can identify poison and extract venom sacs from snakes, spiders, giant insects, and the like. 1 dose is sufficient for a single bladed melee weapon or 6 arrows/bolts.

Disguise: Assassins can disguise themselves with great skill, allowing them to blend into other groups without causing suspicion. It's more than just a matter of costume; it encompasses mimicry of speech and behavior as well. Disguises are ultimately about blending in, mimicking a different social class, and -especially- not being recognized afterwards. The base chance of a disguise being discerned is on a roll of **18+**.

Saving Throw Bonus: +2 against Poison

Fighting Style: When dual wielding an Assassin gains a +2 to hit & a +2 to their AC.