

## ASSASSIN

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

**Hit Dice:** 1d6 (Gains 1hp/level after 13)

**Armor/Shield Permitted:** Leather/Shield Permitted

**Weapons Permitted:** Any

**Race:** Human

**Alignment:** Neutral only

LEVEL	BACKSTAB	POISON-CRAFT	CLIMB WALLS	MOVE SILENTLY	HIDE IN SHADOWS
1	X2+1	2/6	5/6	2/6	2/6
2	+2				
3	+3	3/6	5/6	3/6	3/6
4	X3+4				
5	+5				
6	+6				
7	+7	4/6	5/6	4/6	4/6
8	X4+8				
9	+9				
10	+10				
11	+11	5/6	5/6	5/6	5/6
12	X5+12				
13	+13				
14	+14				

**Backstab:** +4 to hit & Assassins add their **level** to the backstab damage total.

**Ambush:** Assassins have an easier time surprising their opponents with success on a 4/6.

**Saving Throw Bonus:** +2 bonus vs. Poison

**Poison-Craft:** The Assassin has the knowledge to create their own poisons as long as they have the ingredients and pass a poison-craft roll. A failure uses up all the ingredients gathered while a success creates **1d6** doses of poison.

Applying poison to a weapon requires a poison kit. Each time the assassin hits with a poisoned weapon, another poison-craft check should be made to see if the poison application has worn off. In any case, a poison application will not last longer than a single excursion.

Poison may also be extracted from a poisonous slain creature with a successful poison-craft check (this requires time, but doesn't involve any expense). All poisons allow a save to avoid the effect, and generally work only on living creatures. The effect of poison is up to the DM.

**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. Using disguises will require a disguise kit. The base chance for success is **5/6**. The DM may give a penalty or bonus depending on the situation.

### Poison Ideas

1. *Affliction*: +1d6 damage
2. *Anticoagulant*: if further wounded, takes 1d6 bleed damage per round (save ends)
3. *Blindness*: target is struck blind (new save allowed 1/day)
4. *Debilitation*: -2 physical penalty, +1 damage from any attacks
5. *Delirium*: unable to focus, hallucinations, actions have random targets
6. *Doom*: death after one exploration turn
7. *Mage-bane*: unable to cast spells (new save allowed 1/day)
8. *Paralysis*: unable to move (new save allowed 1/exploration turn)
9. *Sleep*: slumber for 8 hours (new save allowed if damaged)
10. *Suggestion*: groggy, will obey general commands (charisma check needed)