

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	30%	85%	40%	30%
2	+2	35	86	45	35
3	+3	40	87	50	40
4	X3+4	45	88	55	45
5	+5	50	89	60	50
6	+6	55	90	65	55
7	+7	60	91	70	60
8	X4+8	65	92	80	75
9	+9	70	93	90	85
10	+10	75	94	100	95
11	+11	80	95	100	100
12	X5+12	85	96	100	100
13	+13	90	97	100	100
14	+14	95	98	100	100

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 to be detected is **10%**. The DM may give a penalty or bonus depending on the situation. (*See S&W complete book for further details.*)

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)