

ASSASSIN

Alignment: Any evil.

Hit Die: d6.

Class Skills

The assassin's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex).

Skill Points at 1st Level: (4 + Int modifier) ×4.

Skill Points at Each Additional Level: 4 + Int modifier.

Table: The Assassin

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	—Spells per Day—			
						1st	2nd	3rd	4th
1st	+0	+0	+2	+0	Death attack, sneak attack +1d6	—	—	—	—
2nd	+1	+0	+3	+0	Poison use	—	—	—	—
3rd	+2	+1	+3	+1	+1 save against poison, sneak attack +2d6	—	—	—	—
4th	+3	+1	+4	+1	Uncanny dodge	0	—	—	—
5th	+3	+1	+4	+1	Sneak attack +3d6	0	—	—	—
6th	+4	+2	+5	+2	+2 save against poison	1	—	—	—
7th	+5	+2	+5	+2	Sneak attack +4d6	1	—	—	—
8th	+6/+1	+2	+6	+2	—	1	0	—	—
9th	+6/+1	+3	+6	+3	+3 save against poison, sneak attack +5d6	1	0	—	—
10th	+7/+2	+3	+7	+3	Improved uncanny dodge	1	1	—	—
11th	+8/+3	+3	+7	+3	Sneak attack +6d6	1	1	0	—
12th	+9/+4	+4	+8	+4	+4 save against poison	1	1	1	—
13th	+9/+4	+4	+8	+4	Sneak attack +7d6	1	1	1	—
14th	+10/+5	+4	+9	+4	Special ability	2	1	1	0
15th	+11/+6/+1	+5	+9	+5	+5 save against poison, sneak attack +8d6	2	1	1	1
16th	+12/+7/+2	+5	+10	+5	—	2	2	1	1
17th	+12/+7/+2	+5	+10	+5	Sneak attack +9d6	2	2	2	1
18th	+13/+8/+3	+6	+11	+6	+6 save against poison	3	2	2	1
19th	+14/+9/+4	+6	+11	+6	Sneak attack +10d6	3	3	3	2
20th	+15/+10/+5	+6	+12	+6	Special ability	3	3	3	3

Class Features

All of the following are class features of the assassin class.

Weapon and Armor Proficiency: Assassins are proficient with the crossbow (hand, light, or heavy), dagger (any type), dart, rapier, sap, shortbow (normal and composite), and short sword. Assassins are proficient with light armor but not with shields.

Sneak Attack: This is exactly like the rogue ability of the same name. The extra damage dealt increases by +1d6 every other level (1st, 3rd, 5th, 7th, 9th, 11th, 13th, 15th, 17th, and 19th). If an assassin gets a sneak attack bonus from another source the bonuses on damage do not stack. The assassin uses the higher bonus.

Death Attack: If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). While studying the victim, the assassin can undertake

other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an attack fails a Fortitude save (DC 10 + 1/2 the assassin's class level + the assassin's Int modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Poison Use: At 2nd level, assassins become trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Spells: Beginning at 4th level, an assassin gains the ability to cast a number of arcane spells. To cast a spell, an assassin must have an Intelligence score of at least 10 + the spell's level, so an assassin with an Intelligence of 10 or lower cannot cast these spells. Assassin bonus spells are based on Intelligence, and saving throws against these spells have a DC of 10 + spell level + the assassin's Intelligence bonus. When the assassin gets 0 spells per day of a given spell level he gains only the bonus spells he would be entitled to based on his Intelligence score for that spell level.

The assassin's spell list appears below. An assassin casts spells just as a bard does.

Upon reaching 6th level, at every even-numbered level after that (8th and 10th), an assassin can choose to learn a new spell in place of one he already knows. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level assassin spell the assassin can cast. An assassin may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for that level.

Table: Assassin Spells Known

—— Spells Known ——				
Level	1st	2nd	3rd	4th
1st	—	—	—	—
2nd	—	—	—	—
3rd	—	—	—	—
4th	2 ¹	—	—	—
5th	2 ¹	—	—	—
6th	3	—	—	—
7th	3	—	—	—
8th	4	2 ¹	—	—
9th	4	2 ¹	—	—
10th	4	3	—	—
11th	4	3	2 ¹	—
12th	4	4	3	—
13th	4	4	3	—
14th	4	4	4	2 ¹
15th	4	4	4	3
16th	4	4	4	3
17th	5	4	4	4
18th	5	5	4	4
19th	5	5	5	4
20th	5	5	5	5

¹ Provided the assassin has sufficient Intelligence to have a bonus spell of this level.

Save Bonus against Poison: The assassin gains a natural saving throw bonus to all poisons gained at 3rd level that increases by +1 for every three additional levels the assassin gains.

Uncanny Dodge (Ex): Starting at 4th level, an assassin retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses any Dexterity bonus to AC if immobilized.)

If a character gains uncanny dodge from a second class it has no effect on this ability.

Improved Uncanny Dodge (Ex): At 10th level, an assassin can no longer be flanked, since he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies rogues the ability to use flank attacks to sneak attack the assassin. The exception to this defense is that a rogue at least four levels higher than the assassin can flank him (and thus sneak attack him).

If a character gains uncanny dodge (see above) from a second class it has no effect on this ability. The assassin uses the highest level from those classes to determine the minimum rogue level required to flank the character.

Special Abilities: On attaining 14th level, and again at 20th, an assassin gains a special ability of his choice from among the following options.

Crippling Strike (Ex): An assassin with this ability can sneak attack opponents with such precision that his blows weaken and hamper them. An opponent damaged by one of his sneak attacks also takes 2 points of Strength damage. Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability.

Defensive Roll (Ex): The assassin can roll with a potentially lethal blow to take less damage from it than he otherwise would. Once per day, when he would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability), the assassin can attempt to roll with the damage. To use this ability, the assassin must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, he takes only half damage from the blow; if it fails, he takes full damage. He must be aware of the attack and able to react to it in order to execute his defensive roll—if he is denied his Dexterity bonus to AC, he can't use this ability. Since this effect would not normally allow a character to make a Reflex save for half damage, the evasion ability does not apply to the defensive roll.

Hide in Plain Sight (Ex): An assassin can use the Hide skill even while being observed. As long as he is within 10 feet of some sort of shadow, an assassin can hide himself from view in the open without having anything to actually hide behind.

He cannot, however, hide in his own shadow.

Opportunist (Ex): Once per round, the assassin can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the assassin's attack of opportunity for that round. Even an assassin with the Combat Reflexes feat can't use the opportunist ability more than once per round.

Skill Mastery: The assassin becomes so certain in the use of certain skills that he can use them reliably even under adverse conditions.

Upon gaining this ability, he selects two skills. When making a skill check with one of these skills, he may take 10 even if stress and distractions would normally prevent him from doing so. An assassin may gain this special ability multiple times, selecting additional skills for it to apply to each time.

Slippery Mind (Ex): This ability represents the assassin's ability to wriggle free from magical effects that would otherwise control or compel him. If an assassin with slippery mind is affected by an enchantment spell or effect and fails his saving throw, he can attempt it again 1 round later at the same DC. He gets only this one extra chance to succeed on his saving throw.

Feat: An assassin may gain a bonus feat in place of a special ability.

Assassin Spell List

Assassins choose their spells from the following list:

1st Level: *disguise self, detect poison, feather fall, ghost sound, jump, obscuring mist, sleep, true strike.*

2nd Level: *alter self, cat's grace, darkness, fox's cunning, illusory script, invisibility, pass without trace, spider climb, undetectable alignment.*

3rd Level: *deep slumber, deeper darkness, false life, magic circle against good, misdirection, nondetection.*

4th Level: *clairaudience/clairvoyance, dimension door, freedom of movement, glibness, greater invisibility, locate creature, modify memory, poison.*