

The Assassin

The assassin's profession is a grim one: they are professional killers trained to eliminate their targets with as much speed and discretion as possible. They are quiet and efficient, relying on a broad range of methods to accomplish their work. Although assassins are masters of poisoning and surprise attacks, they know the best job is the one that attracts the least attention.

A few assassins are special government operatives (though governments tend to be loathe to admit it), but they are most often independent contract killers or affiliated with terrorist networks or organized crime.

Select this advanced class if you want your character to excel at stealth, poison, and silent killing.

The fastest paths into this advanced class are from the Fast and Smart hero classes, though other paths are possible.

Hit Die: d6

Action Points: 6 + one-half character level, rounded down, every time the assassin attains a new level in this class.

Requirements

To qualify to become an assassin, a character must fulfill all the following criteria:

Base Attack Bonus: +2

Skills: Hide 6 ranks, Investigate 6 ranks

Class Skills

The assassin's class skills (and the key ability for each skill) are: Balance (Dex), Bluff (Cha), Climb (Str), Craft (chemical, pharmaceutical) (Int), Demolitions (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Investigate (Int), Knowledge (current events, popular culture, streetwise, technology) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Read/Write Language (none), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (none), Spot (Wis), Survival (Wis), Tumble (Dex).

Skill Points at Each Level: 7 + Int modifier.

Class Information

The following features pertain to the assassin advanced class.

Sneak Attack: Assassins know how to take advantage of unwary opponents, exploiting openings in a victim's defense. Any time the assassin's target would be denied a Dexterity bonus to Defense (whether the target actually has a Dexterity bonus or not), or when the assassin flanks the target, his attack deals extra damage. The extra damage is +1d6 at 1st level and an additional +1d6 at 4th and 8th levels. Should the assassin score a critical hit with a sneak attack, this extra damage is not multiplied.

Normally, ranged attacks can only count as sneak attacks if the target is within 30 feet, since the assassin can't usually strike with deadly accuracy from beyond that range. (Experienced assassins can extend the range with the Sniper ability). Sneak attacks always cause lethal damage, and only attacks that cause lethal damage normally can deliver them.

Any creature that is immune to critical hits is also not vulnerable to sneak attacks. The assassin must be able to see the target well enough to pick out a vital spot and be able to reach it, so he can't sneak attack while striking a creature with concealment or striking the limbs of one whose vitals are beyond reach.

Poison Expert: Poison is one of the hallmarks of the assassin's trade, and extend practice has made assassins experts with them. The assassin adds half of his class level to Craft (chemical) checks made to manufacture poisons, to his Fortitude saves made to resist poison, and to the DC required to save against the poisons that he makes.

Bonus Feats: At 3rd, 6th, and 9th level, the assassin gets a bonus feat. The bonus feat must be selected from the following list, and the assassin must meet all the prerequisites of the feat to select it.

Alertness, Attentive, Blind-Fight, Brawl, Combat Martial Arts, Dead Aim, Deceptive, Far Shot, Frightful Presence, Improved Feint, Improved Initiative, Improved Knockout Punch, Low Profile, Knockout Punch, Meticulous, Quick Draw, Stealthy, Weapon Focus.

Crippling Strike: Experienced assassins can place a sneak attack so that it weakens its target. When an assassin damages an opponent with a sneak attack, the target also takes 1 point of Strength damage.

Silencing Strike: An advanced assassin's knowledge of anatomy allows him to place a sneak attack so that it temporarily silences a foe. An assassin chooses whether to use a crippling strike or silencing strike on a given sneak attack (he can't use both at once), and assassins must use a melee weapon or unarmed attack to deliver a silencing strike. Opponents struck by a silencing strike must make a Fortitude save at a DC of 15 + the assassin's Intelligence modifier. If they fail, they are unable to speak, yell, or otherwise vocalize for 1d4+1 rounds.

Sniper: By taking extended aim and spending 1 action point, an assassin can deliver a sneak attack over a longer range. If he spends a full round aiming (and doing nothing else, though he can aim while preparing a death attack), he can attack with a sneak attack at a range equal to his weapon's range increment. Each additional round allows him to attack over one more range increment, up to ten range increments (the limit).

TABLE: THE ASSASSIN

Class Level	Base Attack	Fortitude Save	Reflex Save	Will Save	Special Abilities	Defense Bonus	Reputation Bonus
1	+0	+0	+1	+1	Sneak attack +1d6	+1	+0
2	+1	+0	+2	+2	Poison expert	+1	+0
3	+2	+1	+2	+2	Bonus Feat	+2	+0
4	+3	+1	+2	+2	Sneak attack +2d6	+2	+0
5	+3	+1	+3	+3	Crippling strike	+3	+1
6	+4	+2	+3	+3	Bonus Feat	+3	+1
7	+5	+2	+4	+4	Silencing strike	+4	+1
8	+6	+2	+4	+4	Sneak attack +3d6	+4	+1
9	+6	+3	+4	+4	Bonus Feat	+5	+2
10	+7	+3	+5	+5	Sniper	+5	+2