

# Holy Slayer

*"Make your peace now, for your god awaits you in the afterlife."*

When enemies of the faith grow too powerful and clerical pundits are unable to do the necessary, it is your duty to send the tyrant to their grave. You are a holy slayer, feared across the Land of Fate, accused as a fanatic and a disbeliever in the same breath. Devoted to a strict creed, you obey the orders of a mysterious Grandfather, studying your targets before moving in for the silent kill. Often you travel in disguise, but when you take a precious life you don the holy robes of your order. Far from a wanton killer, you leave behind a message with every victim – each message gives the promise of peace and the threat of further bloodshed. In the final hour, will you be able to act ruthlessly to save the faith or will your humanity overwhelm you?

**Class Features:** Assassin's Talent\*, Rogue Tactics: Brutal Scoundrel, Sneak Attack, Studied Strike\*

**Class Skills:** Acrobatics, Athletics, Bluff, Endurance, Insight, Intimidate, Perception, Stealth, Religion, Thievery

**Station:** 4 (or according to your disguise)

**Suggested Feat:** Quickdraw

**Suggested Skills:** Acrobatics, Athletics, Bluff, Perception, Religion, Stealth

**Suggested At-Will Powers:** *inconspicuous strike\**, *piercing strike*

**Suggested Encounter Power:** *torturous strike*

**Suggested Daily Power:** *easy target*

**Suggested Paragon Paths:** Da'is\*, Master Infiltrator, Shadow Assassin



## Assassin's Talent

When you surprise the enemy your damage die increases by one size. When you attack with a concealed weapon and when you are disguised, you gain +1 to attack rolls.

## Studied Strike

Choose one target at the start of an encounter. You have combat advantage against that target until the end of your first turn. However, you may not take combat advantage against any other enemies until the end of your first turn.