

DARK CLASSES ASSASSIN



**DARK
EMERALD**

Todd Crapper

DARK CLASSES ASSASSIN

Assassins. No one wants us. Everyone needs us.

I've seen the dirty cartways and back alleys at their darkest. The sun becomes your enemy, a dagger is your best friend, and there is no end to the list of people who want to pay you back with your blood. Doesn't matter, because just when they hate you, they need you.

Someone's hard to get to and needs to be removed. Something accidental, so as not to arouse suspicion but can clearly send a message to others who is the boss in charge. Something like that is gonna cost a lot.

Good thing I'm available.

Dark Classes: Assassin provide a complete, new class for the 4th Edition of Dungeons & Dragons. Including over 70 new powers, paragon paths, feats, an NPC template, and unique weapons, this book presents a different direction to take your 4e game.

Designed by Todd Crapper

EMERALD
PRESS

EMERALD

4e

To Gary and Dave

DARK CLASSES

ASSASSIN

Not everyone can be the good guy. There are times when a more underhanded approach is needed and there needs to be more bodies. Ethics simply get in the way. In a world where humanoids are outnumbered by monsters, demons scheme behind the curtain, and the strongest heroes stand alone against powerful forces, others are called upon to do what must be done.

This is the world of Dark Emerald accessories for the 4th edition of *Dungeons & Dragons™*. Investigating the darker side of the fantasy campaign, these products began with the *Quick Kill*, a guidebook for characters to kill opponent in one strike with skill challenges, and continues with *Dark Classes: Assassin*. Murderers for hire, they are the elite of their kind. Professional to the extreme, they operate in secret with legends of their target spreading the word and bumping up the pay. Whether they work to a code or take on with the highest bidder, assassins can add unique developments to any game.

In this PDF, you'll find the complete assassin class (including over 70 unique powers), three paragon paths (the poisoner, suicide striker, and hood), new feats, and a list of unique weapons common to the assassin.

Designed by Todd Crapper

Cover Art: Kiss Marton Gyula (Kimagu)

Interior Artwork: Scott Purdy

Layout Design: Chelsea Hamilton, Todd Crapper

First Printing, April 2009

Copyright Emerald Press PDF Publishing

Published in Canada

All original written material is provided as Open Content on the condition of original author recognition within the title credits of the publication. Any artwork remains the property of the original artist and is used within this product with permission. Dark Emerald™, and the Yellow Dice are protected copyrights of Emerald Press PDF Publishing and Todd Crapper under Canadian law.

DUNGEONS & DRAGONS™ is a licensed trademark of Wizards of the Coast Ltd.



Bleeding damage is a type of damage caused when a character tears open an enemy and causes them to lose fluid at an alarming rate, resulting in ongoing damage.

Despite the term, bleeding is not limited to humanoid creatures with blood pumping through their veins. Any type of vital liquid within the target's body considered crucial for the target to continue living can be substituted for blood regarding the purpose of this keyword. Only elementals and constructs are immune to bleeding damage (unless you have the Gaping Wound feat - see Feats on page 13).

Bleeding damage can always be stopped with a saving throw or with a Healing DC 15 check. Unconscious characters will continue to bleed after they have passed 0 hit points. Applying pressure to the wound as a standard action, thereby preventing any further ongoing damage for as long as pressure is maintained, can stop bleeding. The wounded character must continue to make a saving throw until he succeeds.

Deadly shadows in the night, silent killers skulking the halls, assassins are the ultimate form of revenge. Hired murderers contracted to kill a target in their sleep, poison their food, and get the victim when they least suspect it. The assassin's work can be subtle or overt, a message for others to learn by as a crime lord rises to power. Their skill with a blade and precision against the human body is terrifying, but they are more than mere killers - they are masterful combatants picking their opponents apart piece by piece until there is nothing left but the final blow.

Assassins share similarities to the rogue class, but their differences cause them to stand out as their own breed of striker. The majority of their powers provide bleeding damage to opponents, a result of their training in anatomy granting them additional damage as their targets bleed to death. Disarming their opponents by slicing wrist muscles, dropping them prone by taking out the knees, and suffocating them with a chop to the throat are just some examples of how assassin powers give them the edge in combat. Mobility in combat is key to their fighting style and they are best served when wearing little to no armour at all. As with their rogue counterparts, they are strikers, dealing massive amounts of damage in a single attack. Their deadliest move, however, is the prone kill: a move that grants massive amounts of damage to any target lying prone and helpless.

Creating an Assassin

While their breed is as varied as they come, assassins centralize around two builds: the deadly assassin and the sniper assassin.

Deadly Assassin

You pick apart your opponents surgically, wearing them down and quickly rendering them apart. You have studied humanoid anatomy to the point of complete mastery

Role: Striker

Power Source: Martial

Key Abilities: Strength, Dexterity, Intelligence

Armour Training: Cloth, leather

Weapon Proficiencies: Simple melee, military melee, simple ranged, military ranged

Bonuses to Defense: +1 Reflex, +1 Will

Starting Hit Points: 12 + Constitution score

HP per Level Gained: 5

Healing Surges: 6 + Constitution modifier

Trained Skills: Stealth, Streetwise, plus four others.

Available Skills: Acrobatics, Athletics, Endurance, History, Intimidate, Perception, Thievery.

Build Options: Deadly assassin, sniper assassin

Class Features: Prone kill, marked target, twin blades, unique weaponry

and know just where to strike for the opportune reaction. You use your cunning and Intelligence as much as your Dexterity to disarm targets and cause them to spill their guts on the floor, leaving your Strength to bury the blade deep in their chest.

Suggested Feat: Two Weapon Defense (Human feat: Toughness)

Suggested Skills: Acrobatics, Athletics, Intimidate, Stealth, Streetwise, Thievery

Suggested At-Will Powers: Gaping Wound, Painful Blow

Suggested Encounter Power: Drop Shot

Suggested Daily Power: Out of Breath

Sniper Assassin

You are the master of the unseen kill. Perfect with the bow, there is little trace of your existence. Your marks have died under mysterious circumstances or without tracks to follow. Dexterity is your main advantage, followed by your Strength and Intelligence. When the job is done, the only person who knows you did it will be the one who paid to have it done.

Suggested Feat: Far Shot (Human feat: Human Perseverance)

Suggested Skills: Athletics, History, Perception, Stealth, Streetwise, Thievery

Suggested At-Will Powers: Move To Kill, Painful Blow

Suggested Encounter Power: Surprise Shot

Suggested Daily Power: Tornado Strike

Class Features

The following are the class features of the assassin class.

Prone Kill: Assassins are masters of the kill, particularly when their targets are down and helpless. While the most practical approach to this ability is killing an unsuspecting mark in their sleep, assassins forced into open combat will use their martial training to drop an opponent to the ground and strike them while they're down. You continue to use combat advantage against the target as granted while he is prone.

Assassins inflict bonus damage based on their level against any target considered prone. In addition, they inflict an additional +1d6 damage to any helpless target. For example, a 15th-level assassin attacks a prone target and gains +2d6 to his damage roll, but if the same assassin attacked a helpless target, then he would inflict +3d6 damage. This bonus damage can also be used for a coup de grace attack.

Level	Bonus Damage
1-10	+1d6
11-20	+2d6
21-30	+3d6

Marked Target: An assassin is at his best when in pursuit of a specific target. Once he is hired to kill an individual, the assassin can mark that target upon first making line of sight contact with it. In addition, many of the assassin's powers grant extra damage or inflict bonus conditions to the marked target. See individual power descriptions for details.

Twin Blades: Masters of sleight of hand with a dagger, katar, or similar light melee weapons, the assassin can fight with two such weapons. If the assassin rolls a critical hit with the first blade, he can choose to forfeit the maximum damage and replace it with a melee basic attack by his off-hand weapon. This secondary attack can be used against a prone target for the Prone Kill class feature or can be used to attack an opponent adjacent to the first target. The assassin can only gain one additional attack with the off-hand weapon, even if the secondary attack results in a critical hit.

Unique Weaponry: Assassins are inventive killers and there is no end to the number of unique weapons they create or utilize. Assassins have the training to strap a blade to their wrist, create a blowgun from a walking cane, or any other unique idea by the player as a weapon with a +2 proficiency. These weapons can be the unique creation of the assassin, grant a standard +2 proficiency bonus, and can deal an amount of damage based on the assassin's level (see below). Most assassins will establish this unique weapon under their clothing or in any indiscernible location on their body so that they are armed at all times.

See Unique Weapons on page 16 for examples of unique weaponry commonly used by assassins.

Level	Damage
1-10	Original damage
11-20	2x Original damage
21-30	3x Original damage