

# Assassin

Hit Die: d8.

## Requirements

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

Skills: Disguise 2 ranks, Stealth 5 ranks\*.

Special: The character must have fulfilled a contracted kill.

## Class Skills

The assassin's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Linguistics (Int), Perception (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Survival (Wis), and Use Magic Device (Cha).

Skill Ranks at Each Level: 4 + Int modifier.

Table: Assassin

## Lvl|BAB|Fort|Ref|Will|Special

1st|+1|+0|+1|+0|Sneak attack +1d6, assassinate, poison use

2nd|+2|+1|+1|+1|poison mastery +1, uncanny dodge

3rd|+3|+1|+2|+1|Sneak attack +2d6, shadow

4th|+4|+1|+2|+1|poison mastery +2, hidden weapons

5th|+5|+2|+3|+2|Improved uncanny dodge, sneak attack +3d6

6th|+6|+2|+3|+2|poison mastery +1, hide in plain sight

7th|+7|+2|+4|+2|Sneak attack +4d6, quiet death

8th|+8|+3|+4|+3|poison mastery +1, angel of death

9th|+9|+3|+5|+3|Sneak attack +5d6, deadly precision

10th|+10|+3|+5|+3|poison mastery +1, relentless assassin

## Class Features

All of the following are class features of the assassin prestige 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, and 9th). If an assassin gets a sneak attack bonus from another source, the bonuses on damage stack.

## Assassinate (Ex)

An assassin is skilled in the art of silent killing. To attempt to assassinate a target, the assassin must first study his target for 1 round as a standard action. On the following round, if the assassin makes a sneak attack against the target and the target is denied its Dexterity bonus to AC, the sneak attack has the additional effect of possibly killing the target. This attempt automatically fails if the target recognizes the assassin as an enemy. If the sneak attack is successful and the target of this attack fails a Fortitude save, it dies. The DC of this save is equal to 10 + the assassin's level + the assassin's Intelligence modifier. If the save is successful, the target still takes the sneak attack damage as normal, but it is immune to that assassin's assassinate ability for 24 hours.

### **Poison Use**

Assassins are trained in the use of poison and cannot accidentally poison themselves when applying poison to a blade (see Poison).

### **Poison Mastery (Ex)**

The assassin learns how to apply his poison in such a way as to maximize its potency. At 2nd level, the assassin gains a +1 to the DC of all of his applied poisons. This bonus increase by +1 every two levels.

### **Shadow (Ex)**

The Assassin Learns how to disappear even while in plain sight. The assassin can use their stealth modifier in place of their disguise modifier for disguise checks. When used in this manner no set up time is required, however you cannot disguise yourself as a specific different person. Conscious inspection automatically causes the disguise to fail.

### **Uncanny Dodge (Ex)**

At 2nd level, an assassin cannot be caught flat-footed, even if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. An assassin with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him.

If an assassin already has uncanny dodge from a different class, he automatically gains improved uncanny dodge instead.

### **Hidden Weapons (Ex)**

At 4th level, an assassin becomes a master at hiding weapons on his body. He adds his assassin level to all Sleight of Hand skill checks made to prevent others from noticing them.

### **Improved Uncanny Dodge (Ex)**

At 5th level and higher, an assassin can no longer be flanked. This defense denies a rogue the ability to sneak attack the assassin by flanking him, unless the attacker has at least four more rogue levels than the target has assassin levels.

If a character already has uncanny dodge from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

### **Hide in Plain Sight (Su)**

At 6th level, an assassin can use the Stealth 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.

### **Quiet Death (Ex)**

At 7th level, whenever an assassin kills a creature using his death attack during a surprise round, he can also make a Stealth check, opposed by Perception checks of those in the vicinity to prevent them from identifying him as the assailant. If successful, those nearby might not even notice that the target is dead for a few moments, allowing the assassin to avoid detection.

### **Angel of Death (Su)**

At 8th level, the assassin becomes a master of death. Once per day, when the assassin makes a successful death attack, he can cause the target's body to crumble to dust. This prevents raise dead and resurrection (although true resurrection works as normal). The assassin must declare the use of this ability before the attack is made. If the attack misses or the target successfully saves against the death attack, this ability is wasted with no effect.

### **Deadly Precision (Ex)**

At 9th level, an assassin can make a sneak attack against a foe who is normally immune to such attacks. The foe must still be considered flat-footed or lose his Dex bonus to AC. The foe is still immune to critical hits. The assassin can use this ability once per day for every 5 sneak attack dice he has (to a maximum of 4 times per day.) This includes other classes that grant him sneak attack dice.

### **Relentless Assassin (Ex)**

At 10th level, the assassin completely loses his regard for the living. Once per day, the assassin can assassinate an enemy without studying beforehand and even while being detected. He must still make a successful sneak attack. The assassin must declare the use of this ability before the attack is made. If the attack misses or the target succeeds at its Fortitude save, the assassin may re-attempt each successive round, provided the conditions for a sneak attack are met; if the assassin is unable to sneak attack or chooses not to for any round following his previous attempt, this ability is wasted with no effect.