

Assassin/**Avenger**

Master		Description (Picture goes here)
True name	Amleth, Prince of Denmark	
Sex	Male	
Height/Weight	176 cm / 63 kg	
Alignment	Lawful Evil	
Titles	Prince of Schemes	

Parameters				Background
Strength	C	Endurance	C	The direct predecessor of Shakespeare's Hamlet, Amleth is a prince of Jutland that appears in the Gesta Danorum. Similar to Hamlet, Amleth strives to avenge his father's death and retake the throne from his usurping Uncle. After having accomplished his revenge, he then marries the daughter of the English King, and later also the Queen of Scotland through a thick web of schemes. He then goes on to kill the English King, before finally returning to his homeland. Here he dies in battle against the new ruler of Denmark, Witlek.
Agility	B	Magical Energy	C	
Luck	E	Noble Phantasm	B	

Noble Phantasms

Replacement of Arms: Avenging Prince of Schemes		Before striking down his Uncle, Feng, Assassin snuck in and swapped their weapons. When Feng reached for his sword, it was an unfamiliar weapon and he struggled to draw it, making it easy for Assassin to strike him down. Assassin can for one engagement exchange his opponent's weapon with his own sword. He is unable to use the enemy's weapon as a Noble Phantasm, meaning this move is only useful for the moment of confusion it creates. In addition, Assassin can only switch weapons with the same opponent once, as they would now be aware of his trickery. This Noble Phantasm also requires Assassin to be in relative close proximity to the target.
Rank	C	
Type	Anti-Unit, Anti-Unit (Self)	
Range	1-10	
Max # of targets	1	
Wild Hunt Mortem: Charge of the Dead Army		His perhaps most clever scheme, having sustained heavy losses in his battle against the King of Britain, Amleth raised up his dead men with stakes, tied others to their horses, in effect creating an army of dead men to deceive the enemy forces. The plan proved a success, causing most of the opposing army to flee the battlefield. Due to the effects of Distortion, this army is now undead rather than merely dead, becoming the legendary <i>Wild Hunt</i>. A thick mist spreads over the battlefield. Bursting from the ground around Assassin, undead soldiers begin to rise, each accompanied by a skeletal steed. Assassin then raises his sword into the air, ordering them to charge at the enemy for a single devastating attack. Upon completing their charge, the dead men immediately fall apart, leaving behind a huge pile of bones that slowly begins to dissipate.
Rank	B	
Type	Anti-Army	
Range	20-40	
Max # of targets	100	
Tapestry of Gerutha: Perish in the Flames of my Vengeance		A tapestry sewn by his mother, Gerutha, that Assassin wears as a cape. This Tapestry was the one he used to entrap all the noblemen of the palace before burning it to the ground, them along with it. At close range Assassin can briefly trap his opponent in the tapestry, this way immobilizing them. Following a capture the tapestry will burst into flames, damaging the target as long as they remain enveloped in its fabric. While caught, the opponent will roll Strength-checks each turn, should they succeed the tapestry tears apart and they are freed from its hold. Should the Tapestry be destroyed, it can be manifested again following the end of combat.
Rank	C	
Type	Anti-Unit	
Range	1-2	
Max # of targets	1	

Class skills

Presence Concealment	C	The rank of presence concealment drops considerably when preparing to attack. Most of his killing was either done by proxy or through clever scheming. He rarely had to rely on stealth himself and the few times he did, he didn't actually kill anyone.
Avenger	B	A Skill representing the state of an Avenger as one that gathers people's hatreds and grudges onto oneself. At this rank it is easier to accumulate loathing and resentment. Most of Assassin's life was dedicated to one thing: killing his uncle and avenge his father. To reach this end, he played an imbecile while in the company of others. Only few people did he trust enough to tell the truth, and careful scheming and the occasional murder was necessary to keep up the ruse.
Personal skills		
Double Summon	B	Possesses class skills from both the Assassin and Avenger classes.
Distortion	A	A skill that distort the existence of the servant, making Assassin gain skills and attributes he would not normally have. When summoned with the Avenger class, he is able to summon his dead army under the guise of the Wild Hunt, in the process turning them undead.
Charisma	A	Assassin's greatest weapon could easily be said to be his sharp wits and his clever tongue. He could easily deceive others as well as sway the people with his words.
Riding	C+	Assassin can flawlessly ride animals and vehicles that received a proper training and adjustment. He can even ride horses while facing the wrong way!