Assassin

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Assassins are highly trained individuals who specialize in stealth, agility, and deadly strikes. They are known by many names such as ninjas, fixers, or spies. Assassins use their skills to infiltrate enemy territory unnoticed, eliminate high-value targets, and gather valuable information.

Their ability to strike hard and fast is unmatched, but they must use their abilities wisely, as they are left vulnerable once they have been spent. Assassins must rely on their quick thinking and cunning to survive in dangerous situations. They are the perfect choice for players who prefer a fast-paced, high-risk play style.

Ability Focus: Dexterity

Hit Points: d4

Ancestries Allowed: Catfolk, Human and Draco

Starting Reputation: -3

Restrictions: Assassins cannot wear armor.

Starting Equipment

Backpack, bedroll, belt pouch, caltrops, chalk (10), a flint and steel, a grappling hook, an iron pot, a mess kit, a mirror, pitons (10), rope, soap, thieves' tools, torches (10), trail rations (5 days), and a water skin.

Starting Money

All characters start with 2d4 x 10 gold pieces

Assassinate

This works in the same way as the backstab ability, but the assassin strikes with a +4 to hit and a multiplier of their level +1. Level one assassin attacks with +4 to hit and does 2x damage. See backstab in Appendix B.

Blind Fighting

Starting at 4th level the Assassin can attack in total darkness without a penalty. This includes invisible or magical darkness (see blinded condition)

Restrain

Starting at 4th level the Assassin can grapple a target. With a successful grapple, the target is pinned rather than grappled. Pinned combatants can be easily immobilized by using rope or other restraints.

Neck Break

Starting at 6th level, the Assassin can attempt to break the neck of a backstab target (assuming they have a neck) Target must save CON vs DC (10 + Ability Focus) or die.

Assassin Skills

As an Assassin, a player would have a list of specialized skills that they can allocate points to at each level. The numbers in parentheses represent the starting value for each skill based on the player's ability score and bonus number. These skills are designed to be used in a variety of situations in the game. For example, an Assassin with a +2 in Charisma would have a base Disguise bonus of +9.

For example, the Disguise skill allows the Assassin to disguise themselves as

someone else, which can be useful for infiltrating enemy territory. Evasion allows the Assassin to quickly dodge out of harm’s way, making them more difficult to hit in combat. Lockpicking allows the Assassin to open locked doors or chests without the key. The Poison Mixologist skill allows the Assassin to create deadly poisons, which can be used to incapacitate or kill enemies.

The Stealth skill allows the Assassin to move quietly and remain hidden, which is essential for surprise attacks or avoiding detection. The Tracking skill allows the Assassin to track targets or find their way in unfamiliar terrain. Information Gathering allows the Assassin to gather intelligence from NPCs about potential targets, which can help them plan their attacks. All of these skills can be used in a variety of situations, making the Assassin a versatile and deadly class in the game.

- Disguise (Charisma +7) – The ability to change one’s appearance and blend into a crowd, making it easier to gather information or approach targets unnoticed.
- Evasion (Dexterity +2) – The ability to quickly dodge and avoid attacks, allowing the assassin to escape dangerous situations or evade pursuit. As a reaction, the player rolls d20 against the opposed roll. E.g. To evade an attack, roll equal or above the attack die result of the attacker.
- Lock picking (Intelligence +2) – The ability to pick locks and gain access to locked rooms or treasure chests, making it easier to obtain valuable items or complete objectives.
- Poison Mixologist (Intelligence) – The ability to create deadly poisons and apply them to weapons or food, allowing the assassin to quickly and quietly eliminate targets. Furthermore, the assassin can also mix up antidotes and has advantage on saves vs poison.
- Stealth (Dexterity +5) – The ability to move quietly and remain unseen, making it easier to approach targets undetected and avoid detection.
- Tracking (Wisdom +2) – The ability to follow and track targets, even in difficult terrain or crowded areas, making it easier to locate and eliminate targets.
- Information Gathering (Charisma +3) – The ability to gather information from NPCs through persuasion, intimidation, or charm, making it easier to learn about targets or locate key objectives.

At Level 2 (2,000+ Experience Points)

Gain hit points by rolling 1d4 + Constitution and adding it to your total hit points

Level up any of your **Assassin Skills** by distributing 3 skill points

Assassinate damage modifier improved to x3

At Level 3 (4,000+ Experience Points)

Gain hit points by rolling 1d4 + Constitution and adding it to your total hit points

Level up any of your **Assassin Skills** by distributing 3 skill points

Assassinate damage modifier improved to x4

Increase **Ability Focus** to 2

At Level 4 (8,000+ Experience Points)

Gain hit points by rolling 1d4 + Constitution and adding it to your total hit points

Level up any of your **Assassin Skills** by distributing 3 skill points

Assassinate damage modifier improved to x5

Add **Blind Fighting** ability

Add **Restrain** ability