

ASSASSIN

Assassins and Armour

Armour	Attack/Defence Modifiers	Stealth Modifiers
Mail Hauberk	-0	-3
Mail	-2	-4
Plate	-4	-6

Skills

- **Stealth** (Rank 1)
- **Alchemical Techniques** (Rank 1 or gain another skill)
- **Meditational Techniques** (Rank 1,2,4,6,8,10,12 or gain another skill)
- **Skills** (gain 1 at Rank 1,3,5,7,11. Can give up other Abilities to gain extra skills):-
 - Breakfall
 - Climb
 - Jump
 - Disguise
 - Pilfer
 - Pick lock
 - Track
- **Combat Techniques** (gain 1 at Rank 1,3,5,7 or gain another skill):-
 - Armour Piercing
 - Unarmed Combat
 - Throwing Spikes
 - Shock Attack
- **Mental Techniques** (gain 1 at Rank 4,8 Memorize or Inner Sense):-
 - Inner Sense
 - Memorize
 - Deathvow (rank 12)

Breakfall

Allows you to fall without taking damage, after that normal damage

Skill Level	1	2	3
Height	6m	12m	18m

Climb

Take HALF of rank (rounding down) off the climb Difficulty, take skill 2nd time to take full rank off.

Jump (must have Climbing skill 1st)

Allows you to jump up to scale an object (so long as have a 5m run up).

Skill Level	1	2
Obstacle Height	3m	4.5m

Disguise

Allows you to blend into a crowd or gain access to a house etc Stealth Vs Perception roll under on 2d10

- **1st Point:** Check every 10mins and every conversation.
- **2nd Point:** Check every Hr and every conversation.

Pilfer

Allows you to "liff" small items, Stealth -4 Vs Perception roll under on 2d10. If fail roll under targets Perception on 1d20 to see if they notice. 2nd level = Stealth -2

Pick Lock

Allows you to pick a lock, if GM secretly rolls under the %. Int 16+ = +5%. Ref 16+ = +10%

Skill Level	1	2	3
AVERAGE%	30%	60%	90%

Must roll under Rank on d100 (try every combat round) until Pass or fail

Stealth (Rank 1)

Allows you to sneak past people (Stealth Vs Perception)

Track

Roll equal or under perception on 1d20, after 3 days add 1d4 per day, add 1d6 for every snowfall or heavy storm. Take the skill again for a +2 bonus.

Alchemical Techniques (Rank 1)

Can make 3 compounds:-

- **Assassins Lotion** (3days to make, 150F=1 pot with 5x uses):- Must be used within 1 minute and only 1st hit counts, normal Poison 3d6
- **Smoke Jar** (2days to make, 100F=1 Use):- Visibility for 5m= NIL, at end of each round, roll a d6, on a 6 it disperses.
- **Flash Pellets** (1day to make, 50F=3pelletes):- Anyone in 5m will be dazzled for 1 combat round
 - Rank 1: 50% Fail rate (test on throwing)
 - Rank 2: 45% Fail rate (test on throwing)
 - Rank 3: 40% Fail rate (test on throwing)
 - etc

Meditational Techniques (rank 1,2,4,6,8,10,12)

You can Meditate, while still aware of your surroundings:-

- Light Trance** (rank 1):- 1day = 1d8+normal health Back + 20% to neutralize any Poison or Disease.
- Darkness Trance** (rank 2):- 2hrs = suspended Animation-deathlike coma showing no life signs Even to ESP for upto 1 year and 1 day.
- Water Trance** (rank 4):- 1hr = Thoughts become Masked for 20mins from ESP, Scry, etc.
- Earth Trance** (rank 6):- for as long as you want, Makes you Unharmed by extremes or hot or cold. Spells like Dragon Breath -10 Damage (also 1hr without breathing)
- Void Trance** (rank 8):- 30mins = lasts 14mins, Can shoot a bow, sling, dagger blind folded, in fog etc with no penalty.
- Fire Trance** (rank 10):- 1hr = swiftness spell, Can move twice normal speed or attack twice, etc Lasts 5 minutes
- Wind Trance** (rank 12):- 1hr = Intangibility spell, you and items carrying or worn can pass through Solid objects, only magic weapons can harm you. Spell expiry roll applies.

Combat Techniques (rank 1,3,5,7)

- **Armour Piercing:** +1 Armour bypass-Dagger, Sword, Short Sword, Staff, Throwing Stars.
- **Unarmed Combat:** Unarmed (d6,3)
- **Throwing spikes:** Damage (d2,2). Cost 3-12F for 9, and 2days to make.
- **Shock Attacks:** If moves within 3meters undetected, you can make a surprise attack (free combat round) + if your rank is above targets roll on table the below:

Roll	Description	Effect
1	<i>Stunned</i>	Attack 0, Evasion 0, Defence, 0
2	<i>Aghast</i>	Attack 0, Evasion 0, Defence ½
3-4	<i>Astonished</i>	Attack 0, Evasion ½, Defence ½
5-6	<i>Surprised</i>	Attack 0, Evasion + Defence normal

Inner Sense

If you come within 1 meter of a Pit, Obstacle, Being or Trap (even in the dark), you will sense it, on a roll under Psychic Talent 1d20

Memorize

Allows you a 100% chance to recall anything you have glanced at or overheard in the last month, chance drops by 10% per month... GM this is good to show a map etc once and not show again unless they have this skill and pass the test ☺.

Deathvow (Rank 12)

Takes 1 week to prepare. When you come within 3m of the target at any time you immediately go into a killing frenzy: - +10 attack and +2 Armour bypass, also carry on fighting till death (-3HP).

While tracing down the target you don't need to eat or rest, and cover x2 the distance cross country.

Takes 1 week to cancel this target if picking another target.