

Supplemental Lore

Additional Class for Swords & Wizardry

Assassin

Assassins are payed killers. Even more so than the thief, the inclusion of this class into an adventuring group will most likely provoke extreme caution and mistrust (or even outright hostility) from the rest of the party members should the assassin's true nature be revealed.

Like the thief, if using the Law-Neutrality-Chaos alignment suggestion (S&W p.8), assassins are, at best, Neutral.

In order to qualify for this class, Dexterity, Intelligence, and Strength need to be 12 or more. An assassin's Prime Attribute is Dexterity. Elves, dwarves, and 'obbits cannot be assassins.

Assassins may wear leather armor and use shields, and may use any weapons including any magic weapons. Like the thief, assassins attack using the cleric's Attack Chart (S&W p.12).

The Assassin	
Hit Die Type	1d6-1 After reaching 9 hit dice, the thief gains only 1 hit point per level
Armor/Shield Permitted	Leather + Shield
Weapons Permitted	Any + Any magic weapons.
Prime Attribute (5% xp bonus)	Dexterity 13+

Assassin Class Abilities

Disguise: Assassin's may disguise themselves through dress and manners. A successful disguise will allow the assassin to conceal his likeness, pass of as a member of another class, or assume the guise of someone of the opposite sex. An assassin has a 1-19 on d20 chance of successfully disguising himself (1-18 on d20 is disguising as a member of the opposite sex). This roll must be performed 1/day for every day the assassin wishes to remain disguised. Victims of the disguise with an Intelligence score of 13-18 reduce the assassin's chance of success by -1. A Wisdom score of 13-18 also reduces the assassin's chances by -1. For example, a male assassin trying to pass himself off as a high-born Lady to an astute captain of the guard (both Intelligence and Wisdom 13+) will have a chance of success of 1-16 on d20.

Poison: Assassins often make use of poisons to facilitate the completion of their missions. Because of the insidious nature of poison, assassins spied using such vile tactics run the risk of inciting a violent reactions from onlookers.

Onlookers within 10' of an assassin using a poisoned weapon have a 1-10 on d20 chance of recognizing the poisoned item. This recognition will provoke a ferocious attack from onlookers. Such attacks are made with a +4 bonus to hit and damage.

Poison used in a more covert manner, such as hidden in food or drink, does not provoke such a reaction as long as the poisoning attempt remains undetected.

Thief Abilities (3rd): Assassins may function as thieves. The chance of an assassin successfully performing a thief's special ability is equal to the assassin's level minus 2. Thus, a 4th level assassin would have the same chance to Hide in Shadows as a 2nd level thief (1-3 on d20).

Magic (10th): Assassins function as thieves with regards to scrolls (see Thief Class Abilities, Use Scroll above).

Cost: The payment an assassin should demand for accepting a mission is given in the table below. The amount to be payed is based on the assassin's level.

Level	Payment per Mission (GP)
1	750/mission
2	1,000/mission
3	1,250/mission
4	1,500/mission
5	1,750/mission
6	2,000/mission
7	4,000/mission
8	8,000/mission
9	16,000/mission
10	32,000/mission
11	64,000/mission
12	128,000/mission
13	256,000/mission
14	512,000/mission

Additional Experience Points: Upon successful completion of a mission, assassins receive experience points (in addition to those gained from the assassinated victim) equal to 80% of the gold payed for the mission.

Supplemental Lore

Assassin Advancement Table

Level	Experience Points Required	Hit Dice (d6-1)	Saving Throw
1	0	1	14
2	1,500	2	13
3	3,500	3	12
4	6,500	4	11
5	14,000	5	10
6	30,000	6	9
7	60,000	7	8
8	110,000	8	7
9	165,000	9	6
10	225,000	9+1	5
11	290,000	9+1	4
12	360,000	9+1	4
13	430,000	9+1	4
14	500,000	9+1	4
15	570,000	9+1	4
16	640,000	9+1	4
17	710,000	9+1	4
18	780,000	9+1	4
19	850,000	9+1	4
20+	920,000 (+70,000 per level beyond)	9+1 (+1 per level beyond)	4

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

Supplemental Lore

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Swords & Wizardry Core Rules, Copyright 2008, Matthew J. Finch

END OF LICENSE