

Supplemental Lore (White Box)

Additional Class for S&W :White Box

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, 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 halflings cannot be assassins. Assassins may wear leather armor and use shields, and may use any weapons including any magic weapons.

Assassin Class Abilities

Weapon/Armor Restrictions: Assassins's may use any weapons and shields, and may wear leather armor.

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: Assassin's 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

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.

Saving Throw: Assassins gain a +2 bonus on saving throws vs death and poison.

XP Bonus for Dexterity: This class bonus is due to a high dexterity attribute.

Table 1: Assassin Advancement

Level	XP	HD	BHB	ST
1	0	1	+0	14
2	1,500	2	+0	13
3	3,000	3	+0	12
4	6,000	3+1	+1	10
5	12,000	4	+1	9
6	24,000	5	+2	8
7	48,000	6	+2	7
8	96,000	6+1	+3	6
9	192,000	7	+4	5
10	384,000	8	+5	4

GMs might find it more appropriate in certain situations to reduce the chance of a successful assassination down to a single roll as opposed to "playing out" the whole

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assassination. GMs who wish to do so may use the table below to determine the chance of success (on a d20) of a planned assassination. A roll equal to or under the number shown, after cross referencing the assassin's level with the victim's level, indicates a successful assassination. GMs should adjust this chance based on the situation.

Table 2: Chance of Assassination (d20)

Assassin's Level	Victim's Level									
	1	2	3	4	5	6	7	8	9	10
1	15	14	13	11	9	6	3	-	-	-

2	16	15	14	12	10	7	4	1	-	-
3	17	16	15	13	11	8	5	2	-	-
4	18	17	16	14	12	9	6	3	1	-
5	19	18	17	15	13	10	7	4	1	-
6	20	19	18	16	14	11	8	5	2	-
7	20	20	19	17	15	12	9	6	3	1
8	20	20	20	18	16	13	10	7	4	1
9	20	20	20	19	17	14	11	8	5	1
10	20	20	20	20	18	15	12	9	6	2

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