

ASSASSIN SPECIAL ABILITIES & REFERENCE SHEET

ASSASSIN MINIMUM REQUIREMENTS

A character who wishes to be an Assassin must roll scores of at least a 12 for REFLEXES and 9 for both INTELLIGENCE and PSYCHIC TALENT, or the character cannot belong to this profession.

STEALTH AND PERCEPTION

The Assassin subtracts PERCEPTION of the person or creature the Assassin is sneaking past from the Assassin's own STEALTH score. The result is what the Assassin must roll \leq on 2d10. The Assassin is assumed to be moving slowly in torchlight or dusk conditions past a foe who is not concentrating solely on keeping a lookout. For circumstances that don't match this situation, use the modifiers below as appropriate.

STEALTH MODIFIERS	
Wearing Mail Hauberk	STEALTH -3
Wearing Mail Armour	STEALTH -4
Wearing Plate Armour	STEALTH -6
Not Moving	STEALTH +3
Moving Slowly	No Modifier
Moving Quickly	STEALTH -2
Within 3m of the Enemy	STEALTH -5
No Cover Available*	STEALTH -5

PERCEPTION MODIFIERS	
Pitch Darkness	PERCEPTION -7
Torchlight or Dusk	No Modifier
Broad Daylight	PERCEPTION +5
Asleep	PERCEPTION -9
Looking the Other Way	PERCEPTION -5
Listening Intently**	PERCEPTION +2
Extraneous Noise or Bustle	PERCEPTION -3 or more

* - 'Cover' would consist of pillars, archways, trees, drapes, fog, rain, etc. In most castles and underworld chambers there should be some cover available. If there is some cover available, but not much, the GM may apply a reduced modifier of -1 to -4 STEALTH.

** - A character who is listening intently must be standing still and doing nothing else. Most sentries are not this diligent, and the GM should roll for an NPC to see whether the NPC is alert or whether the NPC is daydreaming, playing knucklebones, etc. The required roll is \leq rank on 1d8.

WHEN THE STEALTH ROLL IS MADE

As a rule-of-thumb, STEALTH ROLLS need only be made when the character is moving within 15m (lantern range) of another character, or stationary in hiding within 7m. Once a successful STEALTH ROLL is made, the character will not have to make another until five minutes have elapsed. However if the circumstances suddenly change in some way (e.g. a 12th rank Vampire Knight enters the darkened room where the Assassin was managing to hide quite easily from a couple of bored sentries) the a second roll must be made immediately. When several characters are trying to pass unnoticed, each must make a successful STEALTH ROLL. This is why Assassins prefer to operate alone. If there is more than one guard present, the STEALTH ROLL is compared to the highest PERCEPTION score in the group (if that guard doesn't notice the shadowy figure slipping by, none of his comrades are likely to).

ASSASSINS AND ARMOUR

Assassins receive -2 to ATTACK and DEFENSE for wearing Mail Armor; -4 for Plate Armour. Any other armours incur no ATTACK or DEFENSE penalties.

COMBAT TECHNIQUES

The Assassin may choose one COMBAT TECHNIQUE at 1st rank and every odd rank thereafter (3rd, 5th, 7th, etc.) Any time an Assassin is eligible to select a new COMBAT TECHNIQUE, the character may instead forego the COMBAT TECHNIQUE and gain a SKILL instead.

❑ ARMOUR PIERCING

The Assassin gains a +1 to Armor Bypass Rolls with swords, staves, daggers, shortswords, or throwing spikes.

❑ SHOCK ATTACK

An Assassin who successfully moves within 3m of an enemy without being noticed may make a SHOCK ATTACK. The affect of this is an automatic SURPRISE (1 free attack in the SURPRISE COMBAT ROUND, which is defended normally, pg. 61). Additionally if the Assassin's rank is higher, roll 1d6 and consult the SHOCK ATTACK TABLE.

SHOCK ATTACK TABLE		
Roll	Description	Effect On Opponent
1	STUNNED	Attack, Defense, & Evasion all at 0
2	AGHAST	Attack & Evasion at 0; Defense halved
3-4	ASTONISHED	Attack at 0; Evasion & Defense halved
5-6	SURPRISED	Attack at 0; Evasion & Defense unimpaired

❑ THROWING SPIKE

The throwing spike (sometimes called a throwing star) is an unusual weapon used almost exclusively by Assassins. Ordinarily it is just a (d2, 2) weapon, but in the hands of an Assassin it is a (d2+1, 2) weapon. It is therefore not effective against armoured targets. It has the advantage that an Assassin can hurl up to three spikes, not necessarily at the same opponent, as a single action. Throwing spikes are sometimes coated with poison (see pgs. 45 and 122)

THROWING SPIKE: (d2+1, 2) when used by an Assassin
S/M/L ranges: 0-10m/11-20m/21-25m

Assassins must make their own spikes/stars at a cost of 3-12 florins for nine. This takes the character two days. The nine spikes together, fitted into a bandolier, count as one item for encumbrance purposes. Throwing spikes can be re-used if the Assassin can locate and recover them after they have been thrown.

❑ UNARMED COMBAT

When using unarmed combat, this technique allows the Assassin to make ARMOR BYPASS ROLLS with a d6 and inflict 3 points of damage on a successful blow.

MENTAL TECHNIQUES

At 4th rank the Assassin may select one MENTAL TECHNIQUE from either MEMORIZE or INNER SENSE. At 8th rank, the Assassin gains the other technique (whichever one that was not selected the first time). Finally at 12th rank, the Assassin gains the feared DEATHVOW technique. Any time an Assassin is eligible to select a new MENTAL TECHNIQUE (including DEATHVOW), the character may instead forego the MENTAL TECHNIQUE and gain a SKILL instead.

❑ INNER SENSE

Whenever an Assassin with this technique comes within one metre of a pit, obstacle, being, or trap (even in pitch blackness), he will sense it if the character rolls under the PSYCHIC TALENT score on rd20. This roll is made by the GM. For more detailed activity in the dark, the Assassin carries a "hand lantern." This is a shuttered lamp held in the palm of the hand allowing the Assassin to release narrow, furtive beams of light just by parting his fingers.

❑ MEMORIZE

With this technique, the Assassin has total short-term recall. The Assassin has a 100% chance of recollecting the full details of anything he has glanced at or overheard in the last month. The chance of remembering something diminishes with the passage of time, decreasing by 10% for each month after the first until reaching a minimum of 10%.

❑ DEATHVOW

The time taken to prepare the mind for the DEATHVOW is one week. During this period the Assassin reviews and absorbs everything known about the intended target. If the Assassin comes within 3m of the target at any time, the Assassin immediately goes into a killing frenzy that lasts until the Assassin or the target is dead. This killing frenzy gives the Assassin a bonus of +10 to ATTACK and +2 on ARMOR BYPASS ROLLS and the damage inflicted with a successful hit; also instead of blacking out at 0 HP, the Assassin stays conscious and fighting until the moment of death (-3 HP). While on the trail of the victim the Assassin is indifferent to hardship or discomfort. Neither food nor rest is needed and the Assassin covers twice the usual cross-country distance each day. An Assassin can only set one such special target at a time. If the Assassin later decides to abort the mission, it will take a further week to 'de-psych.' After this the Assassin can, if wished, select another victim.

MEDITATIONAL TECHNIQUES

The Assassin may enter various trances linked to the seven universal Elements which Assassins believe constitute all things. Entering the trance requires the Assassin to become motionless and concentrate for three COMBAT ROUNDS. While in the trance, the Assassin becomes rigid and stares as though frozen, though in fact the Assassin remains fully aware of his surroundings and may terminate the trance if attacked. The Assassin is unable to speak while in a trance state. Some trances must be maintained for a specific period before giving any benefit, and if the Assassin has to terminate them before this time, the trance is wasted. Any time the Assassin is eligible to select a MEDITATIONAL TECHNIQUE, the character may instead forego the MEDITATIONAL TECHNIQUE and gain a SKILL instead.

❑ LIGHT TRANCE (1ST RANK)

The Assassin must remain in the trance for one full day, at the end of which he recovers one extra rd8 HEALTH POINTS in addition to any HP recovered by the natural healing rules (pg. 68). There is also a 20% chance that the trance will neutralize any disease or toxin from which the Assassin is suffering.

❑ DARKNESS TRANCE (2ND RANK)

The Assassin must spend two hours in the trance, and at the end of this time the Assassin sinks into a death-like coma of any preset duration up to a year and a day. The Assassin appears dead while in this state, and even ESP will detect no signs of life.

❑ WATER TRANCE (4TH RANK)

The Assassin must spend one hour in the trance state. At the end of this time the Assassin's become so masked that he cannot be detected by ESP, the spell *Scry* or similar sorcery. The spell is, of course, exactly like the Mystic spell *Mind Cloak*, and its duration is twenty minutes.

❑ EARTH TRANCE (6TH RANK)

The trance state lasts as long as the Assassin wishes to maintain it. While in the trance the Assassin is unharmed by the extremes of heat and cold. This goes beyond the normal limits of the Mystic's *Survival* spell (pg. 93) of desert heat and arctic cold to include partial immunity to fire: the damage caused by the spells *Dragonbreath* and *Firestorm* and a Dragon's flames are reduced to 10 HP. While in the *Earth Trance* the Assassin can go for up to an hour without drawing breath.

❑ VOID TRANCE (8TH RANK)

The trance state must last a half-hour, at the end of which the Assassin gains the benefit of the Mystic spell *Hidden Target* (pg. 91) and may ignore the effects of poor visibility with ranged attacks. Even in thick fog, while blindfolded, or if the target is invisible, the Assassin shoots as if the target could be seen perfectly. The Assassin must be aware a target is present, though. The character may not just walk into a room and lob off a few arrows 'on spec' in case there should happen to be an invisible wizard about. This effect will last for 15 minutes.

❑ FIRE TRANCE (10TH RANK)

The trance takes one hour to complete and gives the Assassin the effect of the *Swiftness* spell (pg. 94). This allows the Assassin to move at twice normal speed, strike twice per COMBAT ROUND, etc. The first action must be taken at the start of each COMBAT ROUND, and second at the point in the COMBAT ROUND when the Assassin would normally act. The actions might be two 10m moves, or a move and attack, or any other combination of actions. The effect lasts for five minutes after concluding the trance.

❑ WIND TRANCE (12TH RANK)

This trance takes one hour to complete and provides the Assassin with the power of *Intangibility* (pg. 94). The Assassin can pass through solid objects as though they were not there. While intangible, a magical weapon is required to hit the Assassin in combat. INDIRECT-ATTACK spells like *Firestorm* pass harmlessly through the Assassin's insubstantial form, though DIRECT-ATTACK spells remain fully effective. The Assassin must take care when using this trance, for if it expires while the character is inside a solid object the character will die. A SPELL EXPIRY ROLL is made to determine how long this effect lasts. This check is made by rolling 2d6 at the start of each COMBAT ROUND the benefits of the *Wind Trance* are in effect. On a roll of 2-11, the effect continues. On a 12, the effects wear off. For convenience, minutely checks may be made if making a check every 6 seconds is too cumbersome. Assassins have a 75% of the effects continuing after 1 minute (like a Mystic). Roll 1d100 at the end of every minute in game-time. On a roll of 1-75, the effects continue. On a roll of 76-100, the effects wear off.

ALCHEMICAL TECHNIQUES

Assassins are able to prepare the three following special compounds from 1st rank. The Assassin does not need a laboratory for these compounds as herbal and mineral ingredients are used to concoct these potions using fairly straightforward procedures. There is a 50% chance that a potion the Assassin attempts to produce at 1st rank will turn out useless. The chance decreases by 5% with each rank the character gains (45% at 2nd rank, 40% at 3rd rank, etc.). The Assassin only finds out whether or not the potion was concocted correctly right when it is used. An Assassin with no interest in Alchemy may forego the ability entirely gaining an additional SKILL of the character's choice at 1st rank instead.

ASSASSIN'S LOTION

This is a normal poison (pg. 122) which can be coated on to throwing spikes, the edge of a sword, etc. Coating a weapon with the substance is an action requiring one COMBAT ROUND. The weapon must be used within one minute or the Lotion oxidizes and becomes harmless. The Lotion only works for the first wound scored with the weapon, after that it is used up. Brewing up a flask of the Lotion containing enough for five applications takes three days and costs 150 silver florins.

SMOKE JAR

This is a large clay pot which functions exactly like a Vial of Smoke (pg. 140). For encumbrance purposes the Jar is counted as two items, however. When the Jar is smashed, a dense cloud of white fog forms rapidly, billowing out to a distance of 5m. Visibility is nil, even for a character using *Clairvoyance*. A d6 is rolled at the start of each subsequent COMBAT ROUND; on a roll of 6, the fog disperses. A Smoke Jar takes two days to prepare at a cost of 100 florins.

FLASH PELLETS

When one of these pellets is hurled at the ground, it produces a blinding flare of light. Any sighted creature within 5m will be dazzled for the next COMBAT ROUND, allowing the Assassin to flee for the scene or hide. Use of the Flash Pellet often gives the impression that the Assassin has vanished into thin air. It takes one day to prepare three of these Pellets (the three together constitute one 'encumbrance point'), and the ingredients cost 50 florins for each.

ASSASSIN SKILLS

At 1st rank, 3rd rank, 5th rank, 7th rank, and 11th rank. These SKILLS may be selected more than once for additional proficiency; see the individual SKILL descriptions for more information.

House Rules Option: At GM discretion, Assassins may gain a new Skill every 2 ranks after 11th; i.e. 13th rank, 15th rank, etc. until all Skills are exhausted. This is for those completists out there who like the possibility, albeit incredibly slim, of the perfect Assassin.

❑❑❑ BREAKFALL

Assassins with the BREAKFALL SKILL can fall up to 6m without sustaining injury. They take the same damage as other Professions for any greater distance than this. This SKILL may be selected up to three times. On the second selection, the Assassin may safely fall up to 12m; on the third, up to 18m.

❑❑ CLIMBING

Assassins with CLIMBING SKILL carry special iron claws (no encumbrance) that fit over their gloves and boots for climbing purposes. This enables them to modify the usual climbing rules (pg. 63). When an Assassin wishes to climb a wall or cliff-face, half the Assassin's rank (rounded down) is subtracted from the difficulty factor of the climb. This SKILL may be selected a second time; in this case the Assassin subtracts his rank from the difficulty factor of the climb rather than just half.

❑❑ JUMPING (PREREQUISITE: CLIMBING 1)

An Assassin with the JUMPING SKILL can leap up to scale any obstacle below 3m in height, given at least 5m as a run-up. This is executed as a single leaping somersault, which can lead to problems if there is a drop on the other side. This skill may be selected a second time, allowing the Assassin to scale an obstacle up to 4.5m in height with a single leap.

□ □ DISGUISE

This SKILL is used to blend into a group in order to evade a pursuer, or to masquerade as another person in order to gain access to the home of an intended victim. The SKILL of DISGUISE does not give the Assassin the ability to mimic a specific individual, merely to simulate the appearance and mannerisms of a type. The chance that a character will see through the Assassin's disguise is quite small. This is determined by subtracting the observer's PERCEPTION from the Assassin's STEALTH, and the result is the number the Assassin must roll \leq on 2d10 to pass undetected. Note that this is exactly like the regular STEALTH ROLL without the various modifiers that usually apply. The DISGUISE ROLL must be repeated every ten minutes that the Assassin maintains the disguise. The Assassin must make an additional roll if the Assassin engages in conversation with anyone while disguised. The SKILL may be selected a second time; in this case the Assassin becomes a master of disguise and may attempt to mimic a particular individual. Furthermore, the Assassin need only re-roll once per hour, rather than once per 10 minutes. The Assassin must still re-roll if the Assassin engages anyone in conversation.

□ □ PILFER

Assassins more concerned with thievery than with the honourable profession of murder may use PILFER to cut purses in the marketplace or even remove rings from a character's finger while shaking hands. The attempt to pilfer is made as a normal STEALTH vs. PERCEPTION roll (pgs. 62-63) with an intrinsic handicap of -4 from the Assassin's STEALTH score. If the roll fails, the Assassin fails to get the item and the GM checks to see if the would-be victim noticed the attempt (indicated by a roll of \leq PERCEPTION on 1d20). The SKILL may be taken a second time, in which the handicap to STEALTH is reduced to -2.

□ □ □ PICK LOCK

In most castles the only door with a lock is the door to the dungeon. Of course, this is the most likely place for a captured Assassin to end up. Padlocks are most often used to secure chests. Assassins will have plenty of opportunity to put this SKILL to good use if visiting one of the market towns that are beginning to spring up. Locks are much in demand among the newly prosperous merchant class to keep their wares safe. The chance of picking a lock successfully will depend on its mechanism. The percentages given here are for a typical lock. More expensive and complicated locks will prove more secure. The base chance for picking a lock is 30%. The Assassin may select the PICK LOCK SKILL up to three times; the chance increases to 60% for a second SKILL pick and to 90% for a third SKILL pick.

<i>Modifiers</i>	
INTELLIGENCE 16 OR MORE	+5%
REFLEXES 16 OR MORE	+10%

The dice roll (which is, incidentally, made by the GM on the character's behalf) merely establishes whether the Assassin is able to pick the lock. In order to actually do so, the Assassin makes a percentile dice roll every COMBAT ROUND. When this roll comes up \leq the Assassin's rank, then the Assassin either successfully opens the lock (if the GM previously determined the Assassin was able to do this) or discovers the lock is beyond the Assassin's abilities (if the GM's roll at the start came outside the required range).

□ □ TRACK

The Assassin may attempt to track their victims, or indeed other opponents and prey animals across country (pg. 63). The Assassin can follow trails up to three days old. Roll 1d20 \leq PERCEPTION to track quarry for one day before making another roll. An additional roll is required every time the trail crosses from one type of terrain to another (e.g. from woodlands to hills), and also if the quarry fords a river. After three days the trail grows obscure and 1d4 is added to the 1d20 die roll for each day thereafter, plus an extra 1d6 for each snowfall or heavy storm that occurs. This skill may be selected a 2nd time; an Assassin doing so gain a +2 bonus on all tracking-related PERCEPTION ROLLS.