

ASSASSIN

Requirements: None

Prime requisite: DEX

Hit Dice: 1d4

Maximum level: 14

Armour: Leather, shields

Weapons: Any

Languages: Alignment, Common

Assassins are adventurers who specialise in the arts of infiltration and killing by stealth. They sometimes form guilds whereby their illicit services may be hired.

Alignment: Assassins may not be lawful.

Adjust ability scores: During character creation, assassins may not lower STR.

Assassin Skills

Assassins can use the following skills with the chance of success shown opposite:

- **Assassination (AS):** When attacking an unaware humanoid from behind, an assassin gains a +4 bonus to hit. If the attack succeeds, the victim must save versus death with a penalty dependent on the assassin's level (noted in the table opposite). If the save fails, the victim is instantly killed, otherwise the assassin's attack inflicts normal damage.
- **Climb sheer surfaces (CS):** A roll is required for each 100' to be climbed. If the roll fails, the assassin falls at the halfway point, suffering falling damage.
- **Hear noise (HN):** In a quiet environment (e.g. not in combat), an assassin may attempt to listen at a door or to hear the sounds of something (e.g. a wandering monster) approaching.
- **Hide in shadows (HS):** Requires the assassin to be motionless—attacking or moving while hiding is not possible.
- **Move silently (MS):** An assassin may attempt to sneak past enemies unnoticed.

Combat

Assassins cannot wear armour bulkier than leather but may use shields. They can use all types of weapons.

Disguise

Characters of any class may don disguises, but assassins are masters of the art—able to create disguises that pass even close scrutiny.

Chance of detection: Everyone the assassin meets has a 2% chance of spotting the disguise. This roll is repeated once every subsequent day of meeting.

Posing as another class, race, or sex: Increases the chance of being detected by 2% per change.

Height and weight: A disguise may alter height (up to 3" shorter or 5" taller) or weight (slightly thinner, much bulkier).

Hirelings

Assassins of 1st–3rd level may not employ retainers or hirelings. From 4th level, an assassin may hire other assassins of lower level. From 8th level, an assassin may hire thieves, and from 12th level any type of character.

Poison

Victims of a poisoning by an assassin (see *Poison*, p46) suffer a –2 penalty to the saving throw.

After Reaching 12th Level

An assassin may attempt to take over an existing guild of assassins or thieves by killing the old guild-master. This may be achieved by any means (e.g. poisoning, assassination, duel). If successful, the character can maintain a guild of 7d4 members. 75% of the existing members will leave, but new members (typically 1st level assassins) will arrive over time.

Assassin Level Progression

Level	XP	HD	THACO	Saving Throws				
				D	W	P	B	S
1	0	1d4	19 [0]	13	14	13	16	15
2	1,500	2d4	19 [0]	13	14	13	16	15
3	3,000	3d4	19 [0]	13	14	13	16	15
4	6,000	4d4	19 [0]	13	14	13	16	15
5	12,000	5d4	17 [+2]	12	13	11	14	13
6	25,000	6d4	17 [+2]	12	13	11	14	13
7	50,000	7d4	17 [+2]	12	13	11	14	13
8	100,000	8d4	17 [+2]	12	13	11	14	13
9	200,000	9d4	14 [+5]	10	11	9	12	10
10	300,000	9d4+2*	14 [+5]	10	11	9	12	10
11	425,000	9d4+4*	14 [+5]	10	11	9	12	10
12	575,000	9d4+6*	14 [+5]	10	11	9	12	10
13	750,000	9d4+8*	12 [+7]	8	9	7	10	8
14	900,000	9d4+10*	12 [+7]	8	9	7	10	8

* Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands;

P: Paralysis / petrify; **B:** Breath attacks;

S: Spells / rods / staves.

Who Can be Assassinated?

Humans / demihumans of any level and humanoid monsters of up to 4+1 HD.
(Non-living creatures are immune.)

Assassin Skills Chance of Success

Level	AS	CS	HN	HS	MS
1	0	87	1-2	10	20
2	0	88	1-2	15	25
3	0	89	1-3	20	30
4	-1	90	1-3	25	35
5	-1	91	1-3	30	40
6	-2	92	1-3	33	43
7	-2	93	1-4	36	46
8	-3	94	1-4	40	50
9	-3	95	1-4	43	53
10	-4	96	1-4	46	56
11	-4	97	1-5	50	60
12	-5	98	1-5	53	63
13	-5	99	1-5	56	66
14	-6	99	1-5	60	70

Rolling Skill Checks

All skills except assassination and hear noise are rolled on d%, with a result of less than or equal to the listed percentage indicating success.

Hear noise is rolled on 1d6. If the roll is within the listed range of numbers, the skill succeeds.

Player Knowledge

The referee should roll for HN, HS, and MS on the player's behalf, as the assassin does not immediately know if the attempt was successful. If an HS or MS roll fails, the referee knows that the assassin has been noticed and should determine enemies' actions appropriately.