

# Power Classes

## I

# Assassin

The assassin is the master of dealing quick, lethal blows and excels at infiltration and disguise. Assassins often function as spies, informants, killers for hire or agents of vengeance. Their training in anatomy, stealth, poison and the dark arts allows them to carry out missions of death with shocking and terrorising precision. There are few who can hope to survive the assassin's strike once he has moved close to his target.

This is the first book of the Power Classes series from Mongoose Publishing. Designed to be seamlessly slotted into any fantasy-based d20 system game, each of these mini-supplements introduce an entirely new core character class, adding a whole new dimension to campaigns.

Players will find full details on how to use the new character class, greatly increasing the wealth of options they are presented with by the core rulebooks while Games Masters may revel in the wide variety of new classes they have at their disposal for non-player characters in their campaigns. Each Power Class booklet can provide hours of gaming enjoyment at an all new low cost.

FOR GAMES MASTERS AND PLAYERS ALIKE

**MONGOOSE PUBLISHING**

[www.mongoosepublishing.com](http://www.mongoosepublishing.com)

Requires the use of the Dungeons & Dragons®  
Players Handbook, Third Edition, published  
by Wizards of the Coast®

**MGP 1101**

**US \$ 2.95**

ISBN 1-903980-58-5



9 781903 980583

d20  
system

# Assassin

## Power Classes



# The Power Classes I *Assassin*

**Ian Sturrock**

**Editor**  
Matthew Sprange

**Cover Art**  
Nathan Webb and Scott Clark

**Interior Illustrations**  
Nathan Webb

**Production Manager**  
Alexander Fennell

**Proof Reading**  
William James

## **Open Game Content & Copyright Information**

The Power Classes I – Assassin is ©2002 Mongoose Publishing. All rights reserved. Reproduction of non-Open Game Content of this work by any means without the written permission of the publisher is expressly forbidden. The Power Classes I – Assassin is presented under the Open Game and D20 Licences. See the inside back cover. All game mechanics and statistics derivative of Open Game Content and the System Reference Document are to be considered Open Gaming Content. All other significant characters, names, places, items, art and text herein are copyrighted by Mongoose Publishing. All rights reserved. If you have questions about the Open Game Content status of any material herein, please contact Mongoose Publishing for clarification. 'd20 System' and the 'd20 System' logo are Trademarks owned by Wizards of the Coast and are used according to the terms of the d20 System Licence version 3.0. A copy of this Licence can be found at [www.wizards.com](http://www.wizards.com). The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned. Dungeons & Dragons® and Wizards of the Coast® are Registered Trademarks of Wizards of the Coast, and are used with Permission. Printed in the UK.

## **MONGOOSE PUBLISHING**

Mongoose Publishing, PO Box 1018, Swindon, SN3 1DG, United Kingdom

[info@mongoosepublishing.com](mailto:info@mongoosepublishing.com)

Web enhanced - Visit the Mongoose Publishing website at [www.mongoosepublishing.com](http://www.mongoosepublishing.com) for regular updates.

## **INTRODUCTION**

The assassin is the master of dealing quick, lethal blows and excels at infiltration and disguise. Assassins often function as spies, informants, killers for hire or agents of vengeance. Their training in anatomy, stealth, poison and the dark arts allows them to carry out missions of death with shocking and terrorising precision. There are few who can hope to survive the assassin's strike once he has moved close to his target.

Assassins operate as highly experienced and shadowy individuals, striking at their prey from the dark to earn huge amounts of gold by their deadly skill. Trained in the arts of silence and stealth, they are truly dreadful enemies. Perhaps most dangerous and subtle of all their feared skills is their unparalleled knowledge of poisons. Even the rumour that an assassin has been hired is often enough to make the victim attempt to flee town or negotiate, though in most cases the effort is futile.

## **USING POWER CLASSES**

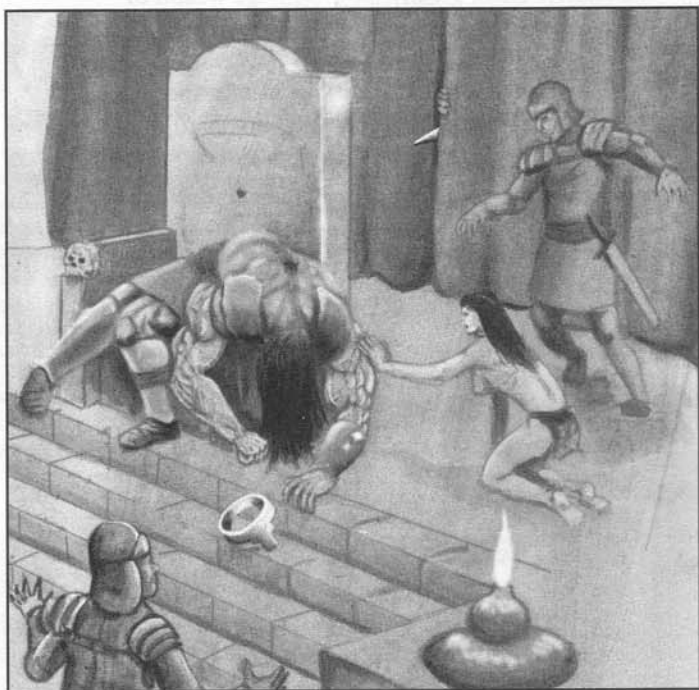
This is the first book of the Power Classes series from Mongoose Publishing. Designed to be seamlessly slotted into any fantasy-based d20 system game, each of these mini-supplements introduce an entirely new core character class, adding a whole new dimension to campaigns. Players will find full details on how to use the new character class, greatly increasing the wealth of options they are presented with by the core rulebooks while Games Masters may revel in the wide variety of new classes they have at their disposal for non-player characters in their campaigns. Each Power Class booklet can provide hours of gaming enjoyment at an all new low cost.

Any player intending to play an assassin character should read through this booklet thoroughly so as to be familiar with all the rules required, referring to *Core Rulebook I* whenever directed by the text. In particular, special note should be made of the many new class features which will have a direct impact on the capabilities of any assassin character in the game.

# THE ASSASSIN

**Adventures:** Assassins tend to have missions, rather than adventures in the usual sense. A lone assassin will spend his time looking for and negotiating with new clients, then planning and carrying out missions. An assassin who is a member of a guild or brotherhood of assassins will likely have an even easier time of it than that, with missions being assigned to him by a superior, though he may also have to spend some time teaching lower ranking members of the guild. The same applies for assassins who work more or less full-time for a single evil association such as the temple of a god of destruction. As part of a more regular adventuring party, the assassin excels at reconnaissance-in-force adventures – situations in which he can detach himself from the rest of the party as an advance scout, assassinating an enemy or two before reporting back. He can also rival the rogue as a general-purpose stealth expert.

**Characteristics:** The main specialist area of expertise for every assassin is assassination itself – slaying an unsuspecting opponent from hiding, usually with a single blow. They are also effective at more opportunistic sneak attacks, and are expert users of poison both to assist assassinations and in regular melee or traps. Like rogues, they have a large number of skills which focus particularly on stealth and deception.



**Alignment:** Almost all assassins are evil, since deliberately taking the life of a sentient being without provocation is widely considered to be an evil action. That said, a few assassins are lawful neutral, neutral or chaotic neutral – these tend to be the ones who take no particular pleasure in killing for its own sake, but simply lack strong moral codes and recognise the enormous quantities of money that can be earned relatively easily by being a hired killer.

**Religion:** Most neutrally aligned assassins have little or no religious belief, replacing it with a strong sense of individual pride and self-confidence, although occasionally they may worship a neutral death god or goddess of some sort, regarding their work as being sacred to their religion. This is even more pronounced among evil-aligned assassins, who tend to worship deities of evil, death and destruction with great gusto, though some like their neutral counterparts prefer to rely on their own prowess rather than divine whim.

**Background:** Almost all assassins come from one of two backgrounds – either they are intelligent, urbane individuals who have learned to kill and take enormous pride in their unique expertise, or they began as hired thugs for a criminal organisation and simply worked their way up the hierarchy. Somewhat rarer are those assassins who were taken in as apprentices at an early age, either to an assassins' guild or even a more monastery-like school for slayers.

**Races:** Humans are the most common assassins, with their particular combination of versatility and amorality fitting them well for the role. However, all the other races can also be found as assassins, in greater or lesser quantities. Half-orcs are perhaps the next most common, using their strength and natural combat instincts to slay their victims rather than being enormously stealthy. Half-orcs also have a good cultural reason for taking the path of the assassin, since they have little chance at making a success of themselves with more conventional careers in either human or orcish society. Most elves and half-elves will not train as assassins, considering the role too unfulfilling and unethical. Those who do tend to be either drow or somewhat unbalanced, but often make excellent assassins. Dwarves are generally considered to be too slow and clumsy to make decent assassins, and most prefer a more direct style of combat, though rumours persist of crack dwarven assassins who are sent out from the caverns only to pursue and painfully slay anyone who has betrayed or stolen dwarf secrets. Those few gnomes and halflings who choose the assassin's

career generally rely on their innocuousness to get past any trouble.

## GAME RULE INFORMATION

**Abilities:** Dexterity is of paramount importance to the assassin, since it powers his most crucial skills. A high Intelligence is also extremely vital, allowing the assassin to acquire a broad range of skills, plan his attacks down to the finest detail, strike to kill with a single blow, and craft specialist poisons for particular missions. For those assassins who rely on brute force more than poisons and plans, a high Strength can ensure that the first blow will be a telling one. Finally, a certain degree of Charisma can be useful for missions that require the assassin to enter an area observed but undercover, rather than by stealth.

**Alignment:** Any non-good

**Hit Die:** d6

### Class Skills

The assassin's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Int), Disguise (Cha), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Profession (Wis), Read Lips (Int, exclusive skill), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

**Skill Points at 1st Level:** (4 + Int modifier) x 4.

**Skill Points at Each Additional Level:** 4 + Int modifier.

### Class Features

All of the following are class features of the assassin.

**Weapon and Armour Proficiency:** An assassin is proficient with all simple weapons, all martial slashing or piercing weapons of small or medium size, and the sap. He is also proficient with light armour. Note that armour check penalties for medium or heavy armour apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

**Sneak Attack:** Any time the assassin's target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the assassin flanks the target, the assassin's attack deals extra damage. The extra damage is +1d6 at 1st level and an additional 1d6 every two levels thereafter. Should the assassin score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can only count as sneak attacks if the target is within 30 feet. The assassin can't strike with deadly accuracy from beyond that range. With a sap (blackjack) or an unarmed strike, the assassin can make a sneak attack that deals subdual damage instead of normal damage. The assassin cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack, not even with the usual -4 penalty. An assassin can only sneak attack a living creature with a discernible anatomy. Any creature that is immune to critical hits is also not vulnerable to sneak attacks. The assassin must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The assassin cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

**Assassination:** If the assassin studies his victim for 3 rounds and then makes a sneak attack with a slashing or piercing melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly killing the target. While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. The assassination attempt works using the massive damage rules (see *Core Rulebook I*), modified as follows. The assassination attempt has an increased sneak attack damage bonus which applies instead of the usual sneak attack damage bonus. If the damage is sufficient for the massive damage rules to apply (50 or more hit points of damage), the victim must make a Fortitude saving throw as usual for massive damage, although the DC is higher than usual (DC 15 + the assassin's Intelligence modifier + 1 per full 5 points of damage done above 50 points). If the victim fails the saving throw, he dies instantly. Once the assassin has completed the 3 rounds of study, he must make the assassination attempt within the next 3 rounds. If an assassination is attempted and fails (the victim makes his save) or if the assassin does not launch the assassination attempt within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another assassination.

**Poison Use:** Assassins of 2<sup>nd</sup> level and up are trained in the use of poison and never risk accidentally

poisoning themselves when using it. At 5<sup>th</sup> level, the assassin may select a type of poison as a favoured poison. This is a poison which he has studied in particular depth, learning all its properties and even deliberately poisoning himself with minuscule doses so as to build up a resistance to it. The assassin gains a circumstance bonus of +1 to all Fortitude saving throws against the effects of his favoured poison, and a like bonus to all Craft (poison) checks to create his favoured poison or variants and refinements of it. In addition, the Spot check DC to detect the poison is increased by one-half the assassin's favoured poison bonus (rounded down), as he learns to better camouflage or hide its true nature.

An assassin may only choose a poison of which he already owns at least three doses. These three doses must be consumed by his experiments and his resistance-building programme, before he is able to gain the benefits of his favoured poison.

At 8<sup>th</sup> level and at every three levels thereafter (11<sup>th</sup>, 14<sup>th</sup>, and 17<sup>th</sup> and 20<sup>th</sup> level), the assassin may select a new favoured poison, and the bonus associated with every previously selected favoured poison goes up by +1.

**Meticulous Planning:** An assassin of 4<sup>th</sup> level or higher may 'case the joint' thoroughly before making an assassination, working out what equipment to take with him, which route to use to the victim and to escape, and any other factors he must take into account. This planning stage requires six full hours and an Intelligence check (DC 12), with a +2 bonus if the assassin has a detailed map or floor-plan of the area in which he plans to assassinate his victim, and a +1 bonus for each additional six hours he is able to devote to his plan.

## New Poisons

Poison	Type
Loyalty stone	Ingested DC 21
Mock blinding sickness	Ingested DC 17
Mock cackle fever	Ingested DC 16
Mock filth fever	Ingested DC 15
Mock mindfire	Ingested DC 16
Mock red ache	Ingested DC 18
Mock shakes	Ingested DC 17
Mock slimy doom	Ingested DC 16

\*The mock disease poisons do their secondary damage 3d4 hours after consumption, rather than one minute later.

†If the victim takes 2 points of damage from one dose of the poison, he must make another Fortitude save or be permanently blinded.

Success gives him a +1 circumstance modifier to all Disguise, Hide and Move Silently checks performed throughout his assassination mission, from the moment he enters the victim's building to the moment he leaves it after carrying out his assassination. If he uses his meticulous planning but fails to kill the victim for any reason, he loses his meticulous planning bonus and instead suffers a -1 morale penalty on all skill checks, attack rolls, and saving throws until he is able to get away from the victim's building.

At 10<sup>th</sup> level the assassin's meticulous planning bonus rises to +2, and at 16<sup>th</sup> level to +3. Any meticulous planning attempt costs 1d6 x 100 gp in bribes, equipment made up especially for the occasion, and other miscellaneous expenses.

**Exotic Weapon Proficiency:** At 6<sup>th</sup> level and every six levels thereafter, an assassin gains an exotic weapon proficiency of his choice.

## Ex-assassins

Ex-assassins retain all class features special abilities and may use them without penalty, except that if an assassin's alignment ever changes to good, he may no longer use his assassination class feature.

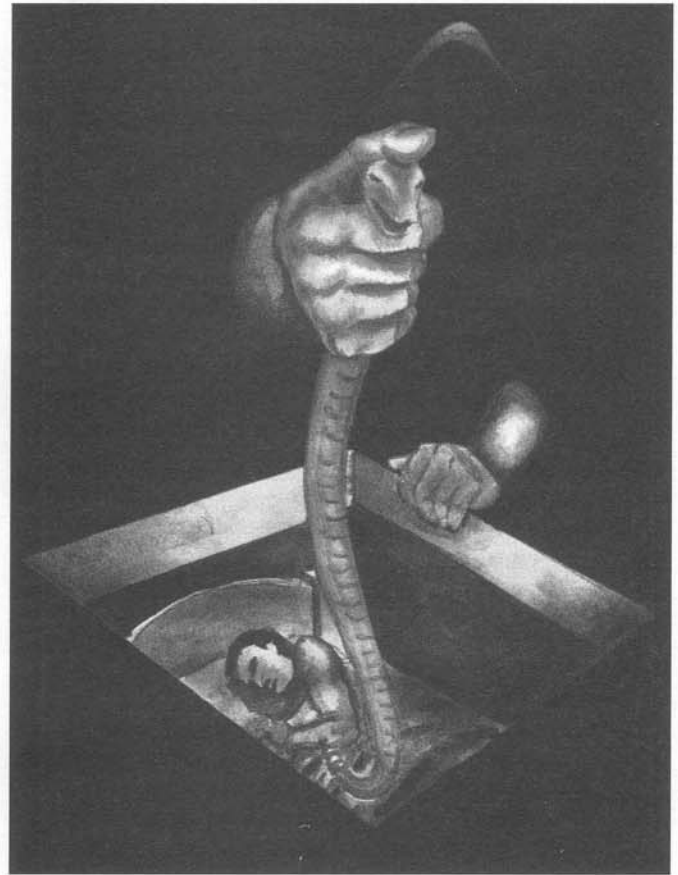
## NEW POISONS

Various new poisons are presented here. None of these occur entirely naturally, although many require ingredients from other poisons, sometimes being created by combining different poisons together. For this reason, they are not subject to being concentrated or refined in any way – they are already as good as they can get.

Initial Damage	Secondary Damage	Price
1d4 Con	2d6 Con	50,000 gp
–	1d2 Str*†	198 gp
–	1d2 Wis*	108 gp
–	1d2 Dex, 1d2 Con*	270 gp
–	1d2 Int*	108 gp
–	1d2 Str*	180 gp
–	1d3 Dex*	228 gp
–	1d2 Con*	162 gp

### Loyalty Stone

This is an odd-looking greenish solid, usually moulded into the shape and size of a small egg. Although it is ingested, no subtlety is possible with this object – it must be forced down the victim's throat. Often this will be done when he has been rendered unconscious, though some prefer to force the victim to swallow it while awake, just to enhance the terror of the procedure. Once within his stomach, the stone begins to slowly dissolve. Each day for the next thirty days, the stone will poison the victim, unless he receives the antidote every day. The antidote costs a mere 50 gp to make, but is never for sale on the open market – each assassins' guild that knows the secrets of creating the loyalty stone has its own slightly different recipe for both stone and antidote. The idea behind this poison is to force the victim to become entirely subservient to the group or individual who can supply the antidote. Due to its enormously high price, it is typically used only on kings or other staggeringly influential nobles or politicians, so that a decent return is possible. Most commonly another noble will hire the assassin or guild to administer the egg. The victim will typically be forced to swallow a second egg on the 30<sup>th</sup> day before being given his antidote.



### The Assassin

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Assassination, sneak attack +1d6 (assassination +2d6)
2	+1	+0	+3	+0	Poison use
3	+2	+1	+3	+1	Sneak attack +2d6 (assassination +4d6)
4	+3	+1	+4	+1	Meticulous planning (+1)
5	+3	+1	+4	+1	Sneak attack +3d6 (assassination +6d6), poison use (favoured poison +1)
6	+4	+2	+5	+2	Exotic weapon proficiency
7	+5	+2	+5	+2	Sneak attack +4d6 (assassination +8d6)
8	+6/+1	+2	+6	+2	Poison use (favoured poison +2)
9	+6/+1	+3	+6	+3	Sneak attack +5d6 (assassination +10d6)
10	+7/+2	+3	+7	+3	Meticulous planning (+2)
11	+8/+3	+3	+7	+3	Sneak attack +6d6 (assassination +12d6), poison use (favoured poison +3)
12	+9/+4	+4	+8	+4	Exotic weapon proficiency
13	+9/+4	+4	+8	+4	Sneak attack +7d6 (assassination +14d6)
14	+10/+5	+4	+9	+4	Poison use (favoured poison +4)
15	+11/+6/+1	+5	+9	+5	Sneak attack +8d6 (assassination +16d6)
16	+12/+7/+2	+5	+10	+5	Meticulous planning (+3)
17	+12/+7/+2	+5	+10	+5	Sneak attack +9d6 (assassination +18d6), poison use (favoured poison +5)
18	+13/+8/+3	+6	+11	+6	Exotic weapon proficiency
19	+14/+9/+4	+6	+11	+6	Sneak attack +10d6 (assassination +20d6)
20	+15/+10/+5	+6	+12	+6	Poison use (favoured poison +6)

## The Mock Disease Poisons

When an assassination must be carried out with the greatest of subtlety, there is nothing better than a mock disease poison to make the death seem natural. This class of poisons is extremely difficult to create, and the formulas required to manufacture the mock diseases are generally closely guarded secrets known only to assassins' guilds, malevolent alchemists or cults of evil gods. All these poisons are available in ingested versions only, since this is the best method for avoiding detection or even suspicion. All are DC 25 to spot – they have been formulated specifically to avoid detection.

Note that the mock disease poisons are quite different from custom-designed poisons which duplicate the *contagion* spell (as found in *The Quintessential Rogue*). Poisons which duplicate *contagion* actually infect the target with the real disease, whereas the mock disease poisons simply do damage which resembles that done by the disease. This can be a major advantage to the assassin, since the victim of a mock disease poison will likely be treated for the disease, which will of course have no effect on the poison.

Any time a mock disease poison does damage, it will also cause the physical and other symptoms of the disease to break out in the wearer. A Heal check (DC 25) on the part of anyone examining these symptoms carefully (10 minute or more examination) will reveal that the disease does not seem to be precisely the same as normal, although there will be no indication that this is because the disease is the result of a poison unless the examiner is aware of the poison and has seen its effects before.

## NEW EQUIPMENT

### Poison rings

In the great cities, where death wears a false smile and a fine coat, high-class assassins often have recourse to poison rings. These devices are not obviously harmful, appearing much like any other fine piece of jewellery. The basic prices given here cover the cost of a very plain-looking poison ring (DC 25 to detect with a Search check if 'patting down' the ring's wearer for weapons). For an additional 1,000 gp, a poison ring can be made of far higher quality, from precious metals inset with gems. These rings not only have a finer mechanism than their cheaper cousins, the high value of the materials also makes them look far less like weapons (DC 27 to detect). The truly courtly assassin will have a still finer ring made (+3,000 gp, DC 30 to detect). Poison rings come in three varieties, known as drippers, needles and squirter.

**Poison Dripper Ring:** This ring has enough room in a tiny reservoir within it to hold either one dose of any ingested poison or two doses of any concentrated ingested poison. The wearer may make a Pick Pocket check with a +2 circumstance bonus (opposed by the Spot checks of any observers) to drip poison into any food or drink he handles without being noticed. Cost: 50 gp.

**Poison Needle Ring:** The poison needle ring has a tiny retractable needle which can be coated with a single dose of any injury poison. In a combat situation, it can be used to deliver a poison with what is effectively an unarmed strike, dealing no damage but penetrating the skin just enough to poison the victim. In a non-combat situation a simple Pick Pocket skill check (DC 20) can be used instead if desired. In either case, a target with a +1 or greater armour bonus or a natural armour bonus of at least +3 cannot be affected. Cost: 75 gp.

**Poison Squirter Ring:** This ring is much like the poison dripper ring in design, except that it is designed to hold a single dose of any inhaled poison or two doses of any concentrated inhaled poison. The reservoir can be squeezed with the other hand, which causes the poison to squirt out in a 1 ft. x 1 ft. cloud. The wielder of the ring may make a touch attack roll to deliver the cloud of poison directly into the victim's face. Cost: 150 gp.

## NEW WEAPONS

**Blowgun:** A long, hollow tube designed to fire poisoned needles, the blowgun is a favoured weapon amongst assassins who often employ toxins. While a blowgun's needles deal only 1 point of damage on a hit, they can deliver injury and contact poisons. The needles deal no damage against, and cannot poison, a target with a +1 or greater armour bonus or a natural armour bonus of at least +3. The blowgun counts as an exotic weapon.

**Crossbow, Sniper's:** A crossbow specifically designed to boost the ability of a rogue to deliver a punishing sneak attack at long range, the sniper's crossbow incorporates a stock-mounted telescope and simple targeting sight that allows a rogue to zero in on an opponent's vital points from a long distance. When using the sniper's crossbow, an assassin may make sneak attacks from up to 120 ft. away from his target, and assassination attempts from up to 60 ft. away. A sniper's crossbow is an exotic weapon. A character without proficiency with this weapon may use it as a normal light crossbow, gaining no benefit from the scope.

## Concealing Weapons

A weapon can be concealed about one's person by making a Disguise check (since one is, in effect, disguising oneself as an unarmed individual). A disguise kit offers no bonus to this special Disguise check, although clothing designed specially to conceal the weapon (at triple normal cost for the garment or garments involved) gives a +2 circumstance bonus to the Disguise check. The Disguise check made to conceal a weapon is always opposed to the Spot check of any observers, or to a Search check if another creature 'pats down' the assassin.

### DC of hiding a weapon

Your size	Size of Weapon				
	Tiny	Small	Medium	Large	Huge
Small	20*	25**	—	—	—
Medium	15*	20*	25**	—	—
Large	10*	15*	20*	25**	—

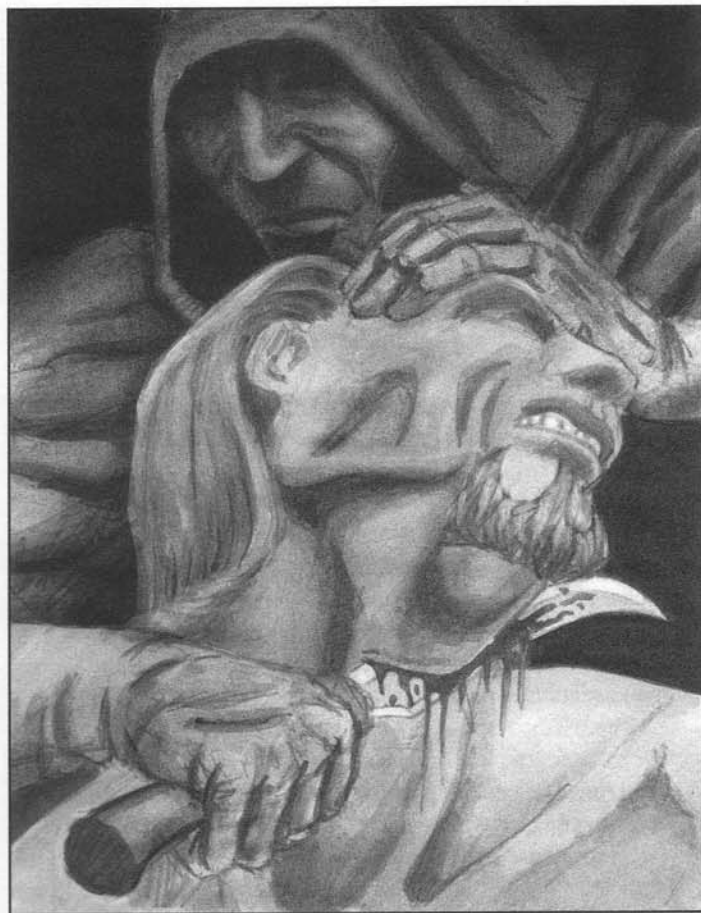
\*A weapon which is of a smaller size category than you (for example, a shortsword concealed by a human) can be concealed either so that it is accessible (may be drawn as a free action using the Quick Draw feat, or as a move-equivalent action if not), in which case you suffer a -2 circumstance penalty to your Disguise check, or so that it is relatively inaccessible, in which case it takes you a full-round action to draw it.

\*\*A weapon which is the same size category as you (for example, a longsword concealed by a human) can only be concealed by either disguising it as something else (for example, disguising a longsword as a crutch) or by wearing extremely capacious and loose clothing (such as a large cloak). In either case, a weapon this large is even more difficult to conceal so it is easily accessible - it causes you an additional -4 circumstance penalty to your Disguise check if you wish it to be accessible to draw without 1d3 full-round actions spent unwrapping it or otherwise getting at it.

**Estoc:** The estoc is a long, heavy-bladed sword with a diamond cross-section. It has almost no cutting power, but is ideal for penetrating armour. Against an opponent in any medium armour, the wielder of an estoc gains a +1 circumstance bonus to his attack roll. This circumstance bonus increases to +2 against an opponent in heavy armour. Estocs are commonly used by assassins expecting to face a heavily armoured victim, as they are reasonably handy and just about concealable but have a great deal of armour-piercing power.

**Finger Razors:** Finger razors are sharpened false fingernails of either jade or steel that slip over the tips of the wearer's fingers. They allow the user to inflict slashing damage with unarmed strikes and are useful for delivering poisons. They look relatively innocuous, and will only be noticed as weapons with a Spot check (DC 20). Finger razors are ineffective after the first blow, as they have a tendency to either stick in their target or simply fall off the user's fingertips.

**Garrote:** A garrote is a thin, braided strangling-cord, usually with a wooden or bone handle at each end, often knotted along its length so as to provide additional pressure against the windpipe and carotid arteries. It may only be used if the target would be denied his Dexterity bonus to AC (whether or not he has a Dexterity bonus to AC), and if the target is a humanoid of between Small and Large size. A target with a +1 or greater armour bonus or a natural armour bonus of at least +3 cannot be affected. The attacker makes an attack roll with a -4 penalty but otherwise as normal. If successful, he has looped his garrote over the target's neck. The target takes no immediate damage, but the pressure on his arteries rapidly begins to cut off the blood supply to his brain - he must make a Fortitude save (DC 15 +





## Simple Weapons – Melee

Weapon	Cost	Damage
<b>Tiny</b>		
Finger Razors*	5 gp	*
Spring Dagger*	150 gp	1d4
Weighted Dagger*	20 gp	1d6

## Exotic Weapons – Melee

<b>Tiny</b>		
Garrotte*	1 sp	*
Stiletto*	8 gp	1d4
Wire Garrotte*	12 gp	1d4
<b>Medium</b>		
Estoc*	18 gp	1d8

## Exotic Weapons - Ranged

Weapon	Size	Cost
Blowgun	Medium	10 gp
Blowgun Needle	Fine	1 sp
Crossbow, Sniper's	Medium	350 gp

\* Special rules apply.

attacker's Strength bonus) one round after the attack or fall unconscious and suffer 1d6 temporary Constitution damage. Even if he succeeds, he takes 1d3 temporary Constitution damage, and the Fortitude save must be repeated every round. While being garrotted, the target is very restricted as to his actions. He may take at best a partial action each round, and doing so causes him a -2 circumstance penalty to his next Fortitude save. He may attempt to attack his attacker, but only with a light weapon or by grappling. If the target successfully grapples the attacker, he may make a grapple check (with a +2 synergy bonus if he has five or more ranks of Escape Artist skill) to escape the garrotte, usually by throwing off his attacker in some way. The attacker loses his Dexterity bonus to AC while garrotting the target. A target who has been rendered unconscious by a garrotte will remain unconscious for 3d6 minutes. An attacker who has rendered a target unconscious using a garrotte may perform a coup de grace with the garrotte, automatically inflicting 1d6 temporary Constitution damage and forcing the target to make a Fortitude check (DC 10 + total Constitution damage inflicted so far) or die. A garrotte never does extra damage from a sneak attack bonus. Because of a garrotte's flexible nature and relatively innocuous appearance, it gives a +2 circumstance bonus to all attempts to conceal it.

**Spring Dagger:** A spring dagger is a light, thin-bladed dagger with no guard and a handle barely thicker than the blade. The steel used for this weapon is of exceptionally high quality, allowing the

Critical	Range Inc.	Weight	Type
x3	-	-	Slashing
x2	5 ft.	¼ lb	Piercing
x3	-	1 lb	Piercing

-	-	-	*
x4*	5 ft.	½ lb	Piercing
x4	-	-	Slashing*
x3	-	4 lb	Piercing

Damage	Critical	Range Inc.	Weight	Type
1	X2	10 ft.	2 lb.	Piercing
-	-	-	-	-
1d8	19-20/x2	80 ft.	7 lb.	Piercing

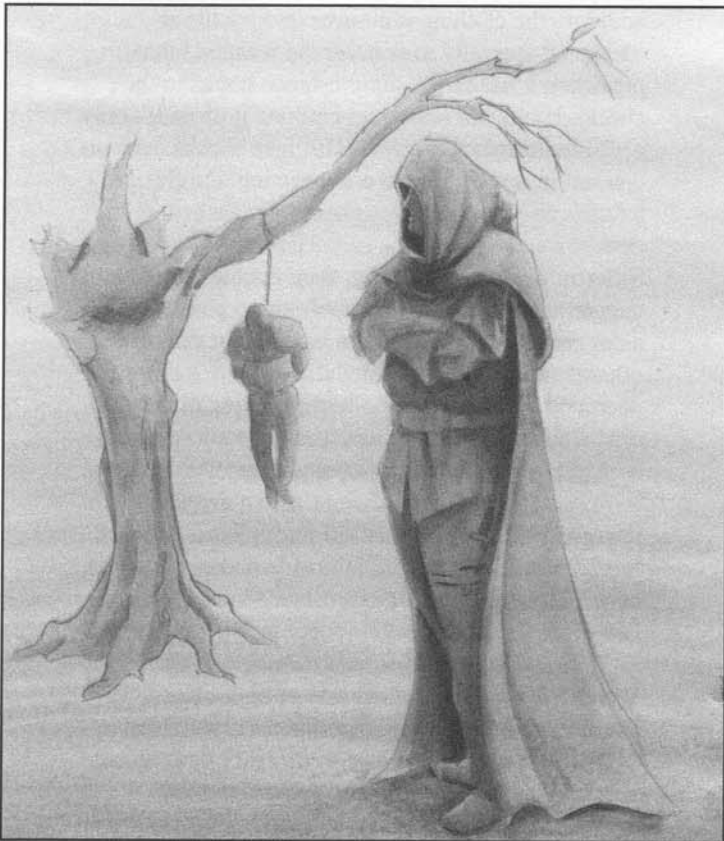
blade to be bent around almost in a circle without snapping. The spring dagger is almost always supplied sewn into an article of clothing, typically a leather hatband or sturdy belt. It provides a +4 circumstance bonus to Disguise checks made to conceal it if sewn into an article of clothing but always takes at least 1d4 rounds to access. In addition, the clothing it is sewn into counts as 'designed specially to conceal the weapon,' thus providing a further +2 circumstance bonus to the check. If it is not sewn into clothing it provides only a +2 circumstance bonus to Disguise checks made to conceal it, due to its thin cross-section and flexible nature.

**Stiletto:** A stiletto is a long, thin, double-edged dagger, tapering to an extremely sharp point. Unlike a dagger or kukri, the stiletto has no practical use other than combat. It is intended purely to drive deep within an opponent's body, seeking out vital organs. Although it is classed as an exotic weapon, it can be wielded without a penalty to attack roll by any character who is proficient with a dagger, though in this case the critical multiplier is reduced to x2. A stiletto's long, thin profile makes it easy to conceal, giving it a +1 circumstance bonus to Disguise checks to hide it about one's person.

**Weighted Dagger:** A favourite of high-class courtiers, politicians and assassins, the weighted dagger is shaped much like an ordinary dagger, but is specially weighted for a downward strike to the back. It is designed for use when the target has been

denied his Dexterity bonus to AC, and if used in any other circumstances it suffers a -2 circumstance penalty to all attack rolls. In addition, it is not very effective for defence – the wielder is treated as unarmed for purposes of provoking attacks of opportunity if the only weapon he has is a weighted dagger.

**Wire Garrotte:** All wire garrottes have handles, but are otherwise much like regular garrottes except that the cord is replaced with a thin, high-grade steel wire. The wire garrotte functions in every way like an ordinary garrotte, except that as well as causing Constitution damage and forcing Fortitude saves, it slices into the victim's neck, potentially cutting his head off at the same time as strangling him. It does the listed slashing damage every round in addition to the strangulation damage. Unlike a regular garrotte, the wire garrotte may be used with a sneak attack bonus to do extra damage, although this bonus applies only to the slashing damage, not to the Constitution damage. Like the regular garrotte, the wire garrotte gives a +2 circumstance bonus to all attempts to conceal it. A character who is proficient with the garrotte can use a wire garrotte without penalty, and vice versa.



THIS LICENSE IS APPROVED FOR GENERAL USE. PERMISSION TO DISTRIBUTE THIS LICENSE IS MADE BY WIZARDS OF THE COAST!

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, abridgement 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.

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 1.0 Copyright 2000, Wizards of the Coast, Inc.  
D20 System Rules & Content Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.  
Open game content from Power Classes I - Assassin copyright 2002, Mongoose Publishing.