

ASSASSIN INFLUENCE CLASS

LEVEL 1 FEATURES

Target Vitals. When making a weapon attack against a target that does not currently perceive you, choose one of the following effects. Make your choice before rolling to attack.

- Roll 3d12 to attack, choosing the highest roll (or two highest rolls if dual-wielding).
- Melee weapon only: deal an additional +1d6 damage, or +1d8 if dual-wielding.
- Ranged/thrown weapons only: deal an additional +1d4 damage.

Poison Crafter. You know the recipe to brew a Basic Poison, detailed at the end of this section.

Ready Poison. When you roll Initiative and are not surprised, you may quickly apply a Poison in your possession to a weapon held by you or a willing creature within 5ft. as a free action. This occurs before Initiative commences.

Poison Use: Assassins learn to prepare and conceal a variety of deadly poisons from common or esoteric ingredients. Assassin Poisons are designed to be undetected and made on demand by an Assassin, regardless of the circumstances they find themselves in.

- These poisons are transported in multiple inert parts that appear as (and may in fact be) completely innocuous personal items, jewelry, accessories, rations, or sundries. The assassin performs the final steps required to combine and activate a Poison when they apply it to a weapon or use another delivery method.
- Because of this multi-part methodology, batches of inactivated Assassin Poisons are unidentifiable by anyone without this feature, but an Assassin can only carry a maximum of two batches of Poison on their person at a time.
- After application, most poisons have an effective duration, after which they evaporate or otherwise deteriorate beyond effectiveness (or detection).
- See the Assassin's Poisons - Rules sidebar on the class page for more details.

CLASS SKILLS (BASE COSTS x4)

Move Unseen (8+)

() **Specialized** (quarter all costs)

Range: Self

Use: Action

Activation Cost: 8+ Stamina

Tags: Buff, Hide

As part of this skill, make a Hide (1d12+Precision) check. If you are not in initiative, you may add your Cleverness to the result as well.

Upcast. Add +1 to the result of the check for every additional 8 Stamina spent. This skill may only be Upcast during initiative.

Brew/Apply Poison (DT/O)

(No Effect From Specializing)

Range: Touch

Use: Downtime/Action

Tags: Attack, Buff, Downtime, Poison

This skill can be used in two ways: brewing and applying poisons. Some poisons can also be used outside of combat, per their description.

Brewing (Downtime): You prepare a Poison recipe you know.

Applying (Action): You coat a weapon you are holding, or one held by a willing creature, with a weapon-type Poison you have prepared.

Fade (16+)

() **Specialized** (quarter all costs)

Range: Self

Use: Reaction

Activation Cost: 16+ Stamina

Tags: Movement, Retreat

When you take damage, you may use your Reaction move up to half of your speed in the direction of your choice. The target that damaged you cannot take an Opportunity Attack on you during this movement.

Upcast. For every additional 16 Stamina spent on this skill, move an additional 5ft.

Viper's Strike (20)

() **Specialized** (quarter all costs)

Range: Self

Use: Action

Activation Cost: 20 Stamina

Tags: Attack, Movement

As part of this skill, make a Weapon Attack (or unarmed attack).

When the attack is over, you may immediately move as if you had taken the Movement Action instead.

Surprise Strike (20)

() **Specialized** (quarter all costs)

Range: Self

Use: Action

Activation Cost: 20 Stamina

Tags: Attack, Buff, Stealth

As part of this skill, make a Weapon Attack (or unarmed attack).

If you hit a target cannot current perceive you, the attack deals maximum damage.

Once you have damaged a target with this skill, it cannot become the target of it again for 24 hours.

Killshot (32+)

() **Specialized** (quarter all costs)

Range: Self

Use: Action

Activation Cost: 32+ Stamina

Tags: Attack, Buff, Critical

As part of this skill, make a Weapon Attack (or unarmed attack).

Your Critical range for this attack is increased by 1 (meaning you score a Critical Hit on a roll of 11 or 12).

This skill may only be used once per Round.

Upcast. For every additional 16 Stamina spent on this skill, increase the Critical Range by 1.

Disguise (DT)

(No Effect From Specializing)

Range: Self

Use: Downtime

Cost: Consumes one set of clothing of appropriate quality for the target (usually common)

Tags: Stealth

Over the course of a Night's Rest, you can modify a set of clothing to be a passable disguise for a region or area you have seen, or been given detailed information about. You can make one disguise and still benefit from the Rest, or up to three disguises if you forego the Rest.

This does not make you appear as a specific person, but rather someone who does not raise suspicion by a passing glance; such as a worker at a mill, butler in a noble's manor, merchant or shopper in a market, guard at a fort, guest at a banquet, cook in a kitchen, or similar.

Small Weapons and Assassin Poisons can be concealed in the outfit without issue. Larger weapons and armor are obvious, but will not raise suspicion if they are appropriate for the disguise (such as armor for a guard). Your companions can wear disguises you create for them as well.

If you or any creature wearing a disguise you craft makes a Hide (1d12+Precision) check to blend in while moving through the target area, you add your Cleverness to the total as well. This also applies to social checks made to maintain the ruse such as Intimidating, Lying, Persuading, etc. This bonus does not apply in combat.

Alternatively, this ability can be used to make camouflage, granting the same Cleverness bonus to Hiding in wilderness areas, but no benefit to social checks.

There are limits to this ability. A disguise will not make a Centaur swim like a Mere, will not allow medium creatures to pass among Giants, Humanoids to appear as Dragons, and so on.

MARTIAL CLASS
PRIMARY STAT: **PRECISION**
SECONDARY STAT: **CLEVERNESS**

ASSASSIN ASSASSIN'S POISONS

() Basic Poison

Preparation Time: 1 hour

Ingredients: Ubiquitous

Use: Weapon, Ingest

Doses per batch: 2+(brewer's Precision)

Effective Duration: 10 minutes (on weapon)/1 hour (in food/drink)

When a creature ingests this poison or is struck with a weapon coated with it, it gains 1d4 Poison Counters. If applied to a weapon, this poison is consumed after it first strikes a creature.

() Lingering Poison

Preparation Time: 1 hour

Ingredients: Ubiquitous

Use: Weapon

Doses per batch: 2

Effective Duration: 1 hour (on weapon)/4 hours (in food/drink)

When a creature ingests this poison or is struck with a weapon coated with it, it gains 1 Poison Counter. This poison remains effective when applied to a weapon regardless of the number of strikes it delivers.

() Potent Poison

Preparation Time: 2 hours

Ingredients: Ubiquitous

Use: Weapon, Ingest

Doses per batch: 2

Effective Duration: 1 minute (on weapon)/10 minutes (in food/drink)

When a creature ingests this poison or is struck with a weapon coated with it, it gains 3d4 Poison Counters. If applied to a weapon, this poison is consumed after it first strikes a creature.

() Superior Poison

Preparation Time: 3 hours

Ingredients: Ubiquitous

Use: Weapon, Ingest

Doses per batch: 3

Effective Duration: 10 minutes (on weapon)/1 hour (in food/drink)

When a creature ingests this poison or is struck with a weapon coated with it, it gains a number of Poison Counters equal to (brewer's Precision)+(half of the brewer's Character Level). If applied to a weapon, this poison is consumed after it first strikes a creature.

() Tailored Poison

Preparation Time: 8 hours

Ingredients: Ubiquitous.

Optional ingredient: a tissue, blood, or hair sample from a creature in the target category

Use: Weapon

Doses per batch: 1

Effective Duration: 1 hour (on weapon)

As part of the brewing process for this potion, choose a creature type.

When any creature other than the target type is struck by a weapon coated in this Poison, it gains 1 Poison Counter.

When a creature of the target type is struck, it gains 4d4+(brewer's Precision) Poison Counters.

Or, if a sample was used as an ingredient, it instead gains 4d6+(brewer's Cleverness + Precision) Poison Counters.

While applied to a weapon, this poison is consumed after it first strikes a creature.

() Fate of Damocles

Preparation Time: 12 hours

Ingredients: Ubiquitous

Use: Touch, Ingest

Doses per batch: 2

Effective Duration: 1 x (carrier's Cleverness) hours (on carrier) / 1 x (brewer's Precision) hours (in food/drink)

A creature dosed with this Poison gains 1d2 Poison Counters every 24 hours, and cannot remove them by any means other than the Assassin's antidote. A creature that has 20 or more Poison Counters dies instantly.

A creature may try to slow the advance of the poison through magical or medical means. To do so, they make a contested Willpower (if magical) or Knowledge (if medical) check contested by the poison brewer:

(1d12+Cleverness+Precision), preventing that day's Poison Counters on a success, or doubling them if they roll a natural 1 on the check. Only one such check (either magical or medical) may be made each day.

If a creature survives 30 days after being affected by this Poison, their body has fought it off. They remove 1d8 Counters every 24 hours, until they reach 0.

As part of the brewing process, the Assassin may create an ingestible antidote that nullifies this poison and removes all counters gained by it.

() Mage's Gasp

Preparation Time: 8 hours

Ingredients: 15GP worth of iron filings and precious metal shavings

Use: Airborne (Radius 20ft.)

Doses per batch: 3

Effective Duration: 1 minute hanging suspended in air

Brewing this Poison results in a satchel that can be placed on a timed fuse up to 1 minute or thrown to deploy on impact (Throw: 30ft).

When activated, this poison is released as a cloud laced with toxins and metals that slightly interferes with the flow of the Ether. The cloud lingers in place for 1 minute before dissipating.

Any creature that starts its turn within the cloud has their Mana

Regeneration halved, and must make a Fortitude check contested by the poison brewer: (1d12+Cleverness+Precision). Creatures that fail this check have their Speed halved as well.

() Wracking Woe

Preparation Time: 48 hours

Ingredients: 1 vial of blood harvested from a corpse that was recently Dead.

Use: Weapon

Doses per batch: 2

Effective Duration: 5 Minutes (on weapon)

A creature dosed with this Poison gains 1 Poison Counter, and has its speed reduced by 5ft. for every poison counter it has. This effect lasts for five minutes from the time it is poisoned by Wracking Woe.

(Monsters Only): if a creature is reduced to less than 1/4 of its Health while under this effect, it is Incapacitated for 24 hours, and can only be roused by an antidote crafted alongside this Poison.

(Player Characters Only): if a creature gains more than 12 Poison Counters while under this effect, it is Incapacitated for 24 hours, and can only be roused by an antidote crafted alongside this Poison.

While brewing Wracking Woe, an Assassin may choose to create that antidote for no additional cost. It can be administered like a potion and takes 1 minute to take effect.

While applied to a weapon, this poison is consumed after it first strikes a creature.

() Three Sisters

Preparation Time: 12 hours

Ingredients: 1 potion (any) worth at least 250GP.

Use: Touch, Ingest

Doses per batch: 6

Effective Duration: 1 x (carrier's Cleverness) hours (on carrier) / 1 x (brewer's Precision) hours (in food/drink)

A creature dosed with this Poison is rendered Deaf, Mute, and Blind, for 1 hour per Poison Counter the creature has or until cured.

() Stoneseed Kiss

Preparation Time: 24 hours

Ingredients: 1 potion (any) worth at least 500GP + 1 gland of basilisk venom.

Use: Touch

Doses per batch: 1

Effective Duration: 1 x (carrier's Cleverness) hours (on carrier)

When a creature is dosed with this Poison, parts of their skin begin to harden like stone, cracking and breaking off as it moves about. This Poison has three stages of progression.

0-6 hours after dosing: the victim cannot move more than 30ft. in a Round, and suffers 1 Bludgeoning Damage for every 10ft. it moves.

7-12 hours after dosing: the victim's speed is reduced to 10ft., it may only take one Action per round, and it cannot take Reactions. It gains the Diseased Affliction.

12+ hours after dosing: the victim solidifies into an inanimate stone statue.

While brewing Stoneseed Kiss, an Assassin may choose to create that antidote for no additional cost. It can be administered like a potion and take 1 minute to take effect. However, this antidote can only reverse the effects if administered before the third stage.

After 12 hours, victims of this Poison are indistinguishable from actual stone, and the antidote does nothing. Victims at this stage can be cured by the still-warm blood of a freshly slain basilisk, but little else.