

Assassin

Dragon Warriors Reference Sheet (p41)

Creation Summary (p24)

Attack	13		
Defence	5	Magical Defence	3
Stealth	18	Evasion	5
Perception	8	Health Points	1d6+5

Reflexes must be 12+
Intelligence and **Psychic Talent** must be 9+

Initial Equipment

Backpack, staff (d6, 3), sword (d8, 4), crossbow (d10, 4), case containing 5 quarrels, padded leather armour (AF 2), rope, climbing gear, hand lantern, flint-and-tinder, 3d10 florins.

Advancement Summary (p130)

+1	Attack, Health Points, Magical Defence, Stealth, and Perception	Each rank
+1	Defence	Each odd rank
+1	Evasion	Ranks 5, 9, and 13

Armour Proficiencies (p71)

Mail armour:	-2 Attack and Defence
Plate armour:	-4 Attack and Defence

Skills (p46)

Gain a new skill at ranks 1, 3, 5, 7, and 11:

Breakfall

Fall 6m without taking damage. Increase the distance the Assassin may fall without taking damage by 6m (max 18m) each time skill taken.

Climbing

Reduce difficult of climb by half rank (round down). May be taken again to reduce by full rank.

Jumping

Must have *Climbing* skill. May leap over any obstacle up to 3m in height given a 5m run-up. Taken a second time, this increases to 4.5m.

Disguise

Perception vs. Stealth on 2d10 to pass off a general disguise. Check made for every 10 minutes or whenever conversation starts. Taken a second time, the Assassin may disguise himself as a specific individual and only rolls every hour (or when conversation starts).

Pilfer

Perception vs. Stealth. The Assassin has -4 penalty to Stealth when pilfering. Taken a second time, Stealth penalty reduced to -2.

Pick Lock

Base chance to pick lock is 30% per time this skill is taken (maximum of 3 times). 16+ Intelligence increases chance by 5%. 16+ Reflexes increases chance by 10%. Must roll d100 per round. If it scores below rank, the lock may be picked (subject to a successful pick lock roll).

Track

Track as per page 63. Taken a second time, Assassin gains +2 Perception for tracking.

Alchemical Techniques (p45)

All techniques gained at rank 1. Assassin may choose an additional Skill by sacrificing all Alchemical Techniques.

Assassin's Lotion

Takes 3 days and 150 florins to brew this normal poison. Once applied to a weapon, it must be used within 1 minute.

Smoke Jar

Takes 2 days and 100 florins to produce a *Vial of Smoke* (p140).

Flash Pellets

Takes 1 day and 50 florins to produce 3 pellets. Creates a blinding flash that dazzles anyone looking at the Assassin for 1 combat round.

Chance to create a flawed item: 55% - 5%/rank



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Combat Techniques (p42)

Gain one Combat Technique or additional Skill at ranks 1, 3, 5, and 7:

Armour Piercing

+1 ABR with sword, staff, dagger, shortsword, or throwing spike.

Unarmed Combat

Unarmed attacks are considered (d6, 3) weapons.

Throwing Spikes

Throwing spikes are (d2+1, 2) weapons. The Assassin may throw up to 3 per round. Short/Medium/Long ranges are 10m/20m/25m. 9 spikes cost 3d4 florins to make and count as 1 item for the purposes of encumbrance.

Shock Attack

Automatic surprise if within 3m of the target without being spotted. If the Assassin is higher rank, too, the target may be at an additional disadvantage the following round (roll 1d6):

1	Stunned	Attack, Defence, and Evasion are 0.
2	Aghast	Attack and Evasion are 0. Defence is halved.
3-4	Astonished	Attack is 0. Evasion and Defence are halved.
5-6	Surprised	Attack is 0. Evasion and Defence are unimpaired.

Mental Techniques (p43)

Assassin learns either Memorise or Inner Sense at rank 4, the other Mental Technique of those two at rank 8, and Deathvow at rank 12. The Assassin may substitute learning a Skill for a Mental Technique:

Inner Sense (Rank 4 or 8)

Roll under Psychic Talent on d20 to detect trap, pit, or obstacle (even in darkness).

Memorise (Rank 4 or 8)

Total recall of an event with 100% chance, decreasing by 10% per month (min 10%).

Deathvow (Rank 12)

Takes 1 week to focus on a target and sparks a killing frenzy once within 3m of them. Killing frenzy confers +10 Attack, +2 ABR, and Assassin remains conscious until -3 HP.

Meditational Techniques (p44)

Requires 3 rounds to enter a trance and they are learned at the rank indicated. The Assassin may choose to learn another Skill in place of a Meditational Technique:

Light Trance (Rank 1)

Requires 1 day. Recovers an additional 1d8 HP and has 20% chance to neutralise disease.

Darkness Trance (Rank 2)

Requires 2 hours. Duplicates the effect of the Mystic's *Suspend Animation* spell (p90) on himself.

Water Trance (Rank 4)

Requires 1 hour. Duplicates the effects of a Mystic's *Mind Cloak* spell (p91) on himself for 20 minutes.

Earth Trance (Rank 6)

May maintain trance for as long as he likes. Renders him invulnerable to extremes of heat and cold and partial immunity to fire (-10 HP to any damage dealt). May take up to an hour between breaths.

Void Trance (Rank 8)

Requires 30 minutes. Duplicates the effects of a Mystic's *Hidden Target* spell (p91) on himself for 15 minutes.

Fire Trance (Rank 10)

Requires 1 hour. Duplicates the effects of the Mystic's *Swiftness* spell (p94) on himself for 5 minutes.

Wind Trance (12th Rank)

Requires 1 hour. Duplicates the effects of the Mystic's *Intangibility* spell (p94) on himself, which is still subject to a Spell Expiry Roll.

