

ASSASSIN

Bonus:	+2 Range Increment
Bonus:	+1 Movement Rate
Restriction:	Only Light Armor / No Shield
Experience Points:	

F
H


1- Handed	Thrown	Stealth	Special
PASSIVE SKILL RANKS 1-4			
+2 to AR	+2 to AR	Move by combatants	+1 MR
+2 Damage	+2 Damage	Partial Cover counts as full	+5 En
Ignore Armor	Ignore Armor	Move by units	Scale walls at 1/4 MR
+4 Damage	+4 to AR	Only visible in clear terrain	-2 Mo
ACTIVE SKILL RANKS 1-4			
+1D6 AR	2 attacks against 1 enemy	Enemy does not turn to face flank attack	Double damage if success was announced
2 attacks against same enemy	If successful, does 2 Damage for 1D6 turns	Additional 1D6 for attack from Partial Cover	Move to enemy's rear to attack
Attack 5" away (loses weapon)	1/2 Defense Stat and ignore SB for 1 attack	Enemy does not turn to face rear attack	Dodge and move 1" to evade 1 attack
3 attacks against any enemies	4 attacks against 3 targets within 1" of each other in front arc	Damage from flank and rear attack is doubled	Move 2" away to force 2 enemies to attack each other