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LEGENDARY ASSASSINS

LEGENDARY ASSASSINS

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IRON-ARM ENFORCER Cultic Purgaton Many-Faced Killer

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ACG = Pathfinder Roleplaying Game Advanced Class Guide
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ARG = Pathfinder Roleplaying Game Advanced Race Guide
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We've hyperlinked this product internally from the Table of Contents and externally with links to the official Pathfinder Reference Document as well as d2oPFSRD. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

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WHAT YOU WILL FIND INSIDE LEGENDARY ASSASSINS

Legendary Assassins is the latest volume in our series of class-focused player supplements, and while assassins are typically cast as villains, this book brings you a new take on the assassin as a killer with a code. Adventurers of every kind are quick to deal out death in the name of justice, righteousness, ambition, or greed; the Legendary Assassin simply brings a very particular set of skills to the task. Legendary Assassins brings you a revised version of the assassin class and the many-faced killer archetype, as well as brand-new assassin-focused feats and a gallery of ready-made assassin NPCs using these new rules. Whether your assassins are murderous monsters, contract killers, or principled crusaders, all of them can use the new rules within these pages to wield deception and disguise, stealth and study with deadly precision and clinical detachment to bring their targets to a swift, secret, and sudden end.

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- Jason Nelson





You may have noticed that the title of this book is *Legendary Assassins*, and not *Legendary Villains*: *Assassins*. That's because I'm beginning this book with the premise that being an assassin does not automatically make a person evil. If you're looking for material to make evil assassins that will cause your PCs fear and concern, then you've certainly picked up the right book. There is plenty of material here to create dangerous villains to oppose the forces of good. However, allow me to set forward this idea: assassins are not always evil.

Let's look at the historical origins of the assassin. The fida'i of the Nizari Ismailis, an Islamic sect in the 11th century, were the first to bear the moniker "assassin." They were a small sect, greatly outnumbered by their rivals. Their warriors trained in the arts of stealth, espionage, and the quick kill because they did not have the strength of numbers to face their enemies in open combat. They fought to preserve their faith and its members by making surgical strikes against the enemy. Take out the leader of your enemies, and the next person in charge may think twice before provoking you again. In fact, the fida'i became so feared by Sunnis and Crusaders alike that they did not even have to kill to succeed. An enemy waking up to a dagger thrust into a pillow near his head and a note warning that he would not survive a second visit could be enough to dissuade any further offense against the sect. No less a personage than Saladin himself made alliance with the Nizari to avoid further attempts on his life.

The word assassin eventually came to mean "professional murderer." This is the term as we see it in the Pathfinder game. An assassin is a stone cold killer, motivated purely by profit. It is understandable that one would see fit to label the act as evil. However, aren't mercenaries—soldiers trained to kill that do so for profit—just the same thing on a larger scale? Yet mercenary soldiers are not required to have an evil alignment. Some may point to the past iterations of the game and the use of poison being an evil act. However, both the alchemist and ninja class count poison use as a character ability and there is no alignment restriction on either. The ninja even shares the assassin's ability to use a killing stroke, again without regard to alignment.

There are also many reasons for assassination beyond mere monetary compensation. The historical precedent has assassins killing to protect their religion from outside enemies, not for profit. What about an assassin that kills for political reasons? If killing the ruler of an enemy nation will prevent a war that could cost the lives of thousands, on both sides, is that not a reasonable alternative? What about a ranger that becomes an assassin? Rather than wholesale slaughter of the orcs that are her favored enemy, she launches a campaign of surgical strikes and terror that convinces a hostile orc tribe to pick up and move far away. There is certainly room in the game for the cold, heartless, professional killer, but the role of assassin can also be expanded to give it more versatility in play. One might have difficulty describing an assassin as honorable or noble, but certainly we can move beyond evil. This is one way to breathe more life into the class. The other is to expand what it means to be an assassin, which we'll address next.



Bullseye, Deathstroke, The Jackal, Jaws, Talia Al Ghul, Vincent from *Collateral*; these are examples of names that come to mind when one thinks of the typical assassin. They are killers without conscience. Some enjoy what they do. Some are definitely in it for the money. Where there are higher considerations than just pleasure and finances, there is still a monumental amount of evil present in the character. And that's okay. That's part of what makes them memorable, and what makes them worthy adversaries. They are feared. They are hated. Above all they are respected, because they are lethal and effective.

Beatrix Kiddo (The Bride), Black Widow, Gamora, Leon the Professional, Nightfall, and Vlad Taltos are also deadly assassins, but they are the heroes (or the anti-heroes) of their own stories. As protagonists, they show a human side which evokes empathy. They grow and change, but are no less deadly or skilled because of the changes they undergo. They are the types of heroes that player characters can aspire to be, and one of the reasons that the assassin is being remodeled here. As a prestige class, the assassin should be—as the name says-prestigious. A character should be more worthy for entering the class, not less. Therefore this re-imagining of the class looks to provide a versatile alternative for a PC, no matter what core or base class they have levels in before becoming an assassin, allowing for a range of different characters whose common thread is that they have refined their talents to become deadly killers without peer. Ultimately, this is an attempt to make divergence into a 10 level prestige class as worthwhile as a 20 level progression in a core or base class. If that's what you're looking for, then enjoy this offering, and game on!

LEGENDARY ASSASSIN (PRESTIGE CLASS)

Assassins learn to hunt down and dispose of their prey in the most expedient manner available. They are patient killers, blending in with the background. Some hide in the shadows. Others hide in plain sight, adopting the dress and mannerisms best suited to get close to their victim, and wait for the opportune time to strike.

Role: The assassin is the ultimate killer, fine-tuning her skills and abilities to deal with opponents in a swift and final manner. Her death-dealing abilities enhance the advantages of her prior class, making the most of the talents she already possesses.

Alignment: Some assassins are the typical hardened killers for hire, jaded to the idea of ending the lives of other sentient beings, so evil assassins are common. However, others are killers for other reasons, perhaps zealous devotees of a religion, or guardians of a vast repository of knowledge that cannot be allowed to be known outside of a select worthy few. These may run the gamut of neutral and good alignments. Many assassins live by a code, refusing to ply their trade on the innocent, followers of a particular faith, or royalty. These types of assassins would have a lawful component to their alignment. Ultimately, assassins can be of any alignment.

Hit Die: d8.

REQUIREMENTS

To qualify to become an assassin, a character must fulfill all the following criteria.

G14

Base Attack Bonus: +3



| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|-------|----------------------|-----------|----------|--------------|---|
| ıst | +0 | +0 | +1 | +0 | Assassin talent, death attack, poison use, sneak attack +1d6 |
| 2nd | +1 | +1 | +1 | +1 | Saving throw bonus +1, uncanny dodge |
| 3rd | +2 | +1 | +2 | +1 | Assassin talent, sneak attack +2d6 |
| 4th | +3 | +1 | +2 | +1 | Hidden weapons, saving throw bonus +2, |
| | | | | | true death |
| 5th | +3 | +2 | +3 | +2 | Assassin talent, improved uncanny dodge, |
| | | | | | sneak attack +3d6 |
| 6th | +4 | +2 | +3 | +2 | Quiet death, saving throw bonus +3 |
| 7th | +5 | +2 | +4 | +2 | Assassin talent, sneak attack +4d6 |
| 8th | +6 | +3 | +4 | +3 | Hide in plain sight, saving throw bonus +4 |
| 9th | +6 | +3 | +5 | +3 | Assassin talent, sneak attack +5d6 |
| ıoth | +7 | +3 | +5 | +3 | Angel of death, saving throw bonus +5 |

TABLE: ASSASSIN

Skills: The character must have any three of the following: Disguise 5 ranks, Knowledge (arcana) 5 ranks, Knowledge (local) 5 ranks, Knowledge (religion) 5 ranks, Linguistics 3 ranks, Perception 5 ranks, Perform (acting) 5 ranks, or Stealth 5 ranks.

CLASS SKILLS

The assassin's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (any) (Int), Linguistics (Int), Perception (Wis), Perform (any) (Cha), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

Skill Ranks at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the assassin prestige class.

Weapon and Armor Proficiency: Assassins are proficient with the crossbow (hand, light, and heavy), dagger (any type), dart, rapier, sap, shortbow (normal and composite), and short sword. Assassins are proficient with light armor but not

with shields. If the assassin can cast arcane spells, she can do so while wearing light armor without incurring the normal arcane spell failure chance.

Assassin Talents: As an assassin gains experience, she learns a number of talents that make her a more dangerous killer. Some talents are restricted by special abilities or class abilities possessed by a class or classes the assassin belonged to previously, such as spellcasting. Some assassin talents are more useful to those who belonged to a particular class, but an assassin may choose any talent so long as she meets its prerequisites.

Amazing Kill (Ex): An assassin with a grit or panache pool (or combination thereof) can spend grit or panache points, up to half her assassin level, to increase the DC of her death attack. The death attack must be made using a firearm if spending grit, a light or one-handed piercing melee weapon if spending panache, or either type of weapon if using a combined pool. Killing a creature with this ability does not allow the assassin to regain points for her heroic pool.

Another Face in the Crowd (Ex): The assassin is adept at blending in with the masses, losing herself in the multitude. She can make a Disguise skill check in place of a Stealth check to move unnoticed, opposed by Perception checks by those in the



vicinity, provided there are ten or more people within 10 feet of her and she is dressed in similar fashions to those around her. The assassin can do this even if directly observed, so long as at least six people are between her and the observer.

Brutal Assassin (Ex): Some assassins rely more on sheer strength than intellect. An assassin with this talent uses her Strength modifier instead of her Intelligence modifier when determining the DC of her death attack.

Close-in Killer (Ex): The assassin's weapon training pays off in close-quarters attacks. If an assassin has weapon training in the close weapon group, then her damage increases against an opponent that is denied its Dexterity bonus. Each bonus point of damage from weapon training is instead +1d6 damage against that opponent. This extra damage is considered precision damage.

Crippling Spell (Su): The assassin can increase the powers of spells that debilitate an opponent. This bonus applies to all spells that require an attack roll and that deals ability damage or apply a penalty to an ability score. If the spell hits an opponent that is denied his Dexterity bonus, the assassin adds one extra point of ability damage or penalty (even if this raises the penalty past the spell's normal maximum) for every bonus die of sneak attack damage she can deliver. For example, a 3rd level assassin (with no sneak attack from any prior classes) hits her flat-footed opponent with *chill touch*, and the opponent fails his Fortitude save. She inflicts 3d6 points of damage and 3 points of Strength damage.

Critical Expertise (Ex): The assassin learns to be more accurate and deadly with her strikes. She adds a bonus equal to half her assassin level (minimum +1) to all critical hit confirmation rolls. If the assassin also has the explosive action talent, the bonus is doubled on all critical confirmation rolls made during a surprise round or when an opponent is denied his Dexterity bonus to AC.

Death's Many Faces (Ex): The assassin counts her assassin levels as druid levels to qualify for the a thousand faces class feature. The assassin must have at least one level of druid to take this talent.

Death-point Strike (Ex): The assassin counts her assassin levels as monk levels to qualify for the quivering palm class feature and for determining the DC of the effect. The assassin must have at least one level of monk to take this talent.



Destructive Spell (Su): If the assassin deals enough damage with a spell to kill the target, then it also destroys the majority of the target's body. This makes *raise dead* and similar magic impossible to use on the target. The slain creature can still be returned to life using *resurrection* or more powerful magic. The assassin must have five levels of assassin to take this talent.

Explosive Action (Ex): An assassin with this talent can take a full-attack action during a surprise round. She can also take a five foot step during the surprise round, either before or after her full-attack action. An assassin must have levels in a prior class with full base attack progression to take this talent.

Favored Quarry Strike (Ex): If the assassin has the favored enemy ability, she can deal more damage against an unready opponent. When the assassin strikes a favored enemy while it is denied its Dexterity bonus, she deals +1d6 points of damage for every bonus point of damage she would normally gain from her favored enemy bonus. This extra damage is considered precision damage and stacks with sneak attack and other types of precision damage.

Grim Sniper (Ex): An assassin with a grit or panache pool (or combination thereof) can spend 1 point from her pool to increase her maximum sneak attack range by 15 feet. The assassin can spend up to her assassin level in points in a single round. For every point spent, this increase in sneak attack range lasts for 1 round.

Harassing Companion (Ex): The assassin teaches her animal companion to harass her enemies, leaving them open to her attacks. So long as the animal companion moves at least 10 feet and strikes an opponent, that opponent is flat-footed against the assassin's attacks for 1 round. If the animal companion has the trip ability, then a successful trip maneuver by the animal companion leaves the target flat-footed against the assassin's attacks for 1 round, even if the animal does not move 10 feet before attacking. The assassin must have the animal companion special ability from a prior class to take this talent. *Lethal Range (Ex)*: This talent increases the maximum range at which the assassin can make sneak attacks or death attacks by 10 feet. This talent may be taken multiple times.

Lost in the Crowd (Su): The assassin can use the hide in plain sight ability to disappear into a group of people. As long as the assassin is within 10 feet of ten or more people, she can make a Disguise check (instead of the normal Stealth check) to hide herself from view, even while being observed. An assassin must have the another face in the crowd talent and be at least 8th level before choosing this talent.

Martial Prowess (Ex): The assassin counts her assassin levels as fighter levels when determining whether she qualifies for feats.

Necromantic Adept (Su): When the assassin casts a spell with the death descriptor, she adds half her assassin level (minimum 1) to the DC of the spell.

Ninja Trick: The assassin can choose a ninja trick in place of an assassin talent, so long as ninja is one of the assassin's prior classes and the assassin meets any prerequisites of the trick. Her assassin levels count as rogue levels for the purposes of any rogue talents taken. If the assassin's ninja and assassin levels combined equal ten or more, then the assassin may choose a master trick instead. (Assassinate may not be taken through this talent.) This talent may be taken multiple times.

Pernicious Spell (Su): Once per day for every three assassin levels, the assassin can make a spell that she casts much harder to shrug off. If a successful saving throw would negate the effects of the pernicious spell, the target resists the effects for one round. However, on the assassin's initiative the following round, the target must make a second save against the spell. If the target fails this save, the spell takes effect. If the spell has a persistent effect against which the target must save each round, such as *hold person*, then the target must succeed at two consecutive saving throws in order to end the spell's effects (The second save is rolled immediately after the first successful save. If it fails, the effects of the spell continue.)



Power of the Sacred/Profane (Su): The assassin counts her assassin levels when determining her total level in a class that provides the channel energy ability for purposes of the amount of damage dealt or healed as well as the save DC. The assassin must have at least one level in a class that has the channel energy feature to take this talent.

Quick Comeback (Ex): When using a Bluff skill check to deceive an opponent, the assassin can quickly cover for any holes in her story. When an opponent rolls an opposing Sense Motive check, he must roll twice and take the lower result.

Primal Killer (Su): The assassin counts her assassin levels as druid levels to qualify for the wild shape special ability and for determining the number of uses per day and ability parameters. The assassin must have at least one level of druid to take this talent.

Righteous Executioner (Su): The assassin can expend one use of channel energy as a swift action when making a death attack. If the target is of opposing alignment along one or more axes (law/chaos, evil/good) then the attack bypasses any damage reduction and a critical threat is automatically confirmed. The assassin must have the channel energy ability from a prior class in order to take this talent.

Rogue Talent: The assassin can choose a rogue talent in place of an assassin talent, so long as the assassin meets any prerequisites of the talent. Her assassin levels count as rogue levels for the purposes of any rogue talents taken. This talent may be taken multiple times. If the assassin's combined assassin and rogue levels equal ten or more, then the assassin may choose an advanced talent instead. This talent may be taken multiple times.

Stranglehold (Ex): The assassin can deal her sneak attack damage against a grappled opponent whenever she succeeds at a grapple maneuver check to damage or pin an opponent. The assassin is always considered to be flanking her opponent for purposes of using this ability (and abilities which negate flanking also negate use of this ability). Venom Magic (Su): When the assassin casts a spell that has a poison effect, such as *cloudkill* or *poison*, she adds half her assassin level (minimum 1) to the DC of the spell. If the assassin summons an animal or monster with a poison special ability, this bonus applies to the summoned creature's poison DC.

Wrathful Execution (Ex): The assassin learns to channel her rage into a final stroke against an opponent. If the assassin has the rage ability from a prior class, she may spend a number of rounds of her daily rage equal to her assassin level to gain a bonus equal to that number on the DC of her death attack. The assassin must rage in order to use this talent.

Sneak Attack: This works exactly like the rogue ability of the same name. The extra damage dealt increases by +1d6 every other level (1st, 3rd, 5th, 7th, and 9th). If an assassin gets a sneak attack bonus from another source, the bonuses on damage stack.

An assassin can forgo advancement in her sneak attack ability in order to take an alternate ability based on her original class, as follows:

- The assassin gains new spells per day as if she had gained a level in any one arcane, divine, or psychic spellcasting class to which she previously belonged.
- If the assassin possesses levels in a class with a full base attack bonus progression, she may choose a bonus combat feat.

Death Attack (Ex): If an assassin spends 3 rounds studying and then makes a sneak attack that successfully deals damage, the sneak attack has the additional effect of either killing or paralyzing the target (assassin's choice) if the target fails a Fortitude saving throw against the attack. The DC for this save is equal to 10 + the assassin's class level + the assassin's Intelligence modifier. Studying the victim is a standard action. The death attack fails if the target detects the assassin or recognizes the assassin as an enemy (although the attack may still be a sneak attack if the target is denied his Dexterity bonus to AC or is flanked). If the victim



fails his save against the kill attack, he dies. If he fails his save against the paralysis attack, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin. Once the assassin has completed the 3 rounds of study, she must make the death attack within the next 3 rounds.

If the death attack fails, or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before she can make another death attack.

The amount of time needed to study a target is reduced to 2 rounds when the assassin reaches 3rd level, and to a single round at 5th level. **Poison Use:** Assassins are trained in the use of poison and cannot accidentally poison themselves when applying poison to a weapon.

Saving Throw Bonus: At 2nd level, an assassin chooses a particular type of effect. She gains a +1 bonus to saving throws against that effect. This bonus increases by +1 every two levels. The assassin may choose from the following effects: death effects, disease, divination, language dependent, mind-affecting effects, poison, spells, spell-like abilities, or supernatural abilities.

Uncanny Dodge (Ex): At 2nd level, an assassin cannot be caught flat-footed, even if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized.

> An assassin with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her. If an assassin already has uncanny dodge from a different class, she gains improved uncanny dodge instead.

> **Hidden Weapons (Ex):** At 4th level, an assassin becomes a master at hiding weapons on her body. She adds her assassin level to all Sleight of Hand skill checks made to prevent others from noticing them. This includes other objects capable of dealing harm, such as wands.

True Death (Su): Starting at 4th level, anyone slain by an assassin's death attack becomes more difficult to bring back from the dead. Spellcasters attempting to bring a creature back from the dead using *raise dead* or similar magic must make a caster level check with a DC equal to 15 + the assassin's level or the spell fails and the material component is wasted. Casting remove curse the round before attempting to bring the creature back from the dead negates this chance. The DC of the remove curse is 10 + the assassin's level.





Quiet Death (Ex): At 6th level, whenever an assassin kills a creature during a surprise round, using her death attack or an assassin talent, she can make a Stealth check, opposed by Perception checks of those in the vicinity to prevent them from identifying her as the assailant. If successful, those nearby might not even notice that the target is dead for a few moments, allowing the assassin to avoid detection. This ability cannot be used when making a death attack with a firearm.

Hide in Plain Sight (Su): At 8th level, an assassin can use the Stealth skill even while being observed. As long as she is within 10 feet of some sort of shadow, an assassin can hide herself from view in the open without having anything to actually hide behind. She cannot, however, hide in her own shadow.

Swift Death (Ex): At 9th level, once per day, an assassin can make a death attack against a foe without studying the foe beforehand. She must still sneak attack her foe using a weapon or spell that deals damage.

Angel of Death (Su): At 10th level, the assassin becomes a true master of death. Once per day, when the assassin kills a target using an attack or attacks modified by an assassin talent (not by a bonus feat chosen with a talent) or with a successful death attack, she can cause the target's body to crumble to dust. This prevents raise dead and resurrection (although true resurrection works as normal). The assassin must declare the use of this ability before the attack is made. If the attack misses or the target survives the attack, this ability is wasted with no effect.

MANY-FACED KILLER (ASSASSIN ARCHETYPE)

This alternate version of the assassin provides the class with extraordinary abilities of deception and the unparalleled ability to disguise the assassin's form. How these shapechanging killers gain their powers is a matter of great interest. Some say they are given magical infusions that gradually change their bodies. Others claim they steal the souls of those they kill in order to become them later. Still others maintain that they are doppelganger half-breeds, secretly conceived and guided to their calling over the years. Whatever the truth of the matter is, the many-faced killers are experts at infiltrating and getting close to their targets. It's not simply a matter of changing clothes, but mannerisms, appearance, and thinking. Manyfaced killers seek to become the person they look like, the better to throw off suspicion. With precedents such as the Face Dancers of the Dune universe and Zam Wesell from Attack of the Clones, a many-faced killer could be a dangerous antagonist for PCs in a Legendary Planet game.



The many-faced killer archetype conforms to the assassin prestige class, except for the changes defined below.

Alignment: The level of subterfuge engaged in by many-faced killers often requires a certain moral flexibility, but the discipline required to learn and maintain their shapeshifting powers requires strong mental discipline. Many-faced killers are more often neutral than lawful or chaotic.

REQUIREMENTS

To qualify to become a many-faced killer, a character must fulfill all the following criteria.

Feats: Deceitful.

Skills: Bluff 6 ranks, Disguise 6 ranks, Perception 4 ranks, Sense Motive 4 ranks.

CLASS FEATURES

All of the following are class features of the manyfaced killer prestige class.

Art of Deception (Ex): A many-faced killer adds his class level to all Bluff, Disguise, and Sense Motive checks. This ability replaces death attack.

Master of Disguise (Ex): A many-faced killer can create a disguise in half the time normally required. In addition, any penalties from assuming a disguise of a different gender, race, age, or size are reduced by 1. This ability replaces poison use.

Quick Change (Ex): At 2nd level, a many-faced killer can assume a disguise in only 2d4 rounds by taking a –10 penalty on his Disguise check. This penalty drops to –5 at 5th level. This ability replaces uncanny dodge.

Death Attack (Ex): At 3rd level, a many-faced killer gains the death attack ability, as described in the assassin prestige class in this book. This ability replaces the assassin talent gained at 3rd level.

Many Faces (Su): At 4th level, a many-faced killer gains the ability to change his appearance at will, magically morphing his features with skill and subtlety at will, as if using the *alter self* spell. This ability replaces true death. **Superficial Knowledge (Ex):** At 5th level, a manyfaced killer can make untrained Knowledge or Profession checks pertaining to his cover or assumed identity as if he were trained and gains a bonus equal to half his class level on these checks. For example, a many-faced killer in the guise of an innkeeper can make untrained Profession (innkeeper) checks to appear proficient at the job and maintain the disguise, and Knowledge (local) checks to discuss local gossip and regulars to the inn, but he cannot make Knowledge (religion) checks untrained to identify undead. This ability replaces improved uncanny dodge.

Shift Alignment (Su): At 8th level, a many-faced killer can even disguise his aura. This fools magic can discern alignment, such as *detect evil*. He may choose to detect as a specific alignment, or as no alignment at all. When the many-faced killer assumes an alignment, he can choose to have all spells and magic items affect him as if he were that alignment. For example, an evil many-faced killer could shift his alignment to good and be unaffected by *holy smite*. A many-faced killer can mask his alignment or emulate another alignment as a standard action. Shifting between masking and emulating is also a standard action. Either effect lasts until he changes it again or ends the effect. This ability replaces hide in plain sight.

Assumption (Su): At 10th level, a many-faced killer can subsume the persona of another creature. As a full-round action, the many-faced killer can touch a helpless creature and shift his aura to that of his target. This confuses divination effects and spells, even powerful ones such as *discern location*. Such spells and effects register the many-faced killer as being the creature he touched. This ability cannot fool the abilities of deities or similarly powerful beings. The assumption of an identity lasts until the many-faced killer ends it (a standard action) or he uses the ability on another creature. This ability replaces angel of death.

Assassin Talents: The following assassin talents complement the many-faced killer: another face in the crowd, lost in the crowd, and quick comeback.



Assassin Feats

This book refits the assassin to work as a prestige class for any core or base class. This selection of new feats is designed to help an assassin best utilize her former class in her new role, providing unique ways for the class to be played. There are also feats to be used with the crimson assassin prestige class.

Assassin's Avatar

You can share your killing expertise with your eidolon, allowing it to act as your proxy.

Prerequisite: Bond senses class feature, eidolon class feature, assassin level 3rd

Benefit: You can increase your bond with your eidolon and not only share its senses, but provide it with your deadly skills. While using the bond senses feature, your eidolon can use any of your assassin class features for a number of rounds equal to your assassin level. These rounds need not be consecutive. While using this feat, you must maintain concentration in order to share your abilities with your eidolon. Breaking concentration immediately ends the effects of this feat, but not those of the bond senses feature.

DEVIL MANTIS FORM

You can take the form of a fiendish mantis.

Prerequisite: Crimson assassin 8th.

Benefit: You can temporarily increase the power of your mantis form. When in blood mantis form, you can spend a swift action to gain bonuses as if you had the fiendish template. In addition to the energy resistances, your damage reduction increases to DR 10/good, and you gain SR equal to your character level + 4, as well as the smite good ability. You can maintain devil mantis form for a number of rounds equal to your crimson assassin level. These rounds do not need to be used consecutively and can be used in 1 round increments. Devil mantis form can be dismissed as a free action, returning you to blood mantis form.

EXTRA ASSASSIN TALENT

With devoted practice, you have increased your death-dealing ability.

Prerequisite: Assassin talent class feature.

Benefit: You gain one additional assassin talent. You must meet all of the prerequisites for this assassin talent.

Special: You can gain Extra Assassin Talent multiple times.

FAMILIAR STRIKE

When your familiar delivers touch spells, it can make a sneak attack.

Prerequisite: Deliver touch spells class feature, familiar class feature, assassin level 1st.

Benefit: You can temporarily strengthen the empathic bond between you and your familiar, granting it your sneak attack ability. When your familiar delivers a touch spell for you that deals damage, you can use your empathic link to guide it as a standard action. If the touch attack hits, the familiar delivers the spell and adds your sneak attack damage to the spell's damage.

FOCUSED DEATH ATTACK

Your death attack is harder to survive.

Prerequisite: Assassin 1st.

Benefit: You gain a +2 bonus to the DC of your death attack.

FOCUSED DEATH ATTACK, GREATER

Your death attack is even harder to resist.

Prerequisite: Focused Death Attack, assassin 4th.

Benefit: You gain an additional +2 bonus to the DC of your death attack. This stacks with the bonus from Focused Death Attack.



MANTIS SWARM FORM

You can use your mantis form ability to become a swarm.

Prerequisite: Crimson assassin 6th.

Benefit: You can temporarily turn your mantis form into a teeming swarm of diminutive mantises. When in mantis form, you can spend a swift action to change into a mantis swarm (treat this as a nonpoisonous centipede swarm). If you are carrying one or two magic sawtooth sabers in hand when you take mantis form, then your swarm damage can bypass DR/magic. You can maintain the mantis swarm form for a number of rounds equal to your crimson assassin level. These rounds do not need to be used consecutively and can be used in 1 round increments. Mantis swarm form can be dismissed as a free action, returning you to mantis form.

At 8th level, your mantis swarm form inflicts 1d6 bleed in addition to its swarm damage. At 10th level, your mantis swarm form inflicts 1 negative level in addition to its swarm damage.

Touch of Death

You can channel your *ki* to disrupt the flow of life force through a target's body.

Prerequisites: *Ki* pool class feature, Improved Unarmed Strike, base attack bonus +5, assassin level 1st.

Benefit: When using the death attack ability with an unarmed strike, you can expend *ki* to increase the DC. Every point of *ki* spent increases the DC by 1. You can spend a maximum number of points equal to half your assassin level.

VISCOUS POISON

You can make your sticky poison even stickier.

Prerequisites: Sticky poison alchemist discovery, assassin level 1st.

Benefit: You can use your poison expertise to increase the duration of sticky poison. When the viscous poison is applied to a weapon, the weapon remains poisoned for an additional number of rounds equal to half your assassin level (minimum 1).

Normal: The sticky poison alchemist discovery allows the weapon to remained poisoned for a number of rounds equal to your Intelligence modifier.



The following NPCs are assassins built using these new rules.

IRON-ARM ENFORCER

CR 10

XP 6,400

Female human monk 5/assassin 6 LN Medium humanoid (human) Init +5; Senses Perception +11

DEFENSE

AC 18, touch 17, flat-footed 16 (+1 deflection, +1 Dex, +1 dodge, +1 monk, +1 natural, +2 Wis)

hp 85 (11d8+22)

Fort +9; **Ref** +9; **Will** +10; +2 vs. enchantment; +3 vs. mind-affecting effects

Defensive Abilities evasion, improved uncanny dodge; **Immune** disease

OFFENSE

Speed 40 ft.

- **Melee** unarmed strike +9/+4 (1d10+3) or mwk jutte +10/+5 (1d6+3) or unarmed strike flurry of blows +9/+9/+4/+4 (1d10+3)
- **Ranged** mwk shuriken flurry of blows +8/+8/+3/+3 (1d1+3)
- Special Attacks death attack (DC 18), flurry of blows, sneak attack +3d6, stunning fist (6/day, DC 17)

TACTICS

Before Combat The assassin prefers to remain in the guise of a harmless bystander or passerby, studying a target.

During Combat If the target is alone, the assassin will attempt a grapple. The following round, if the assassin had enough time to study the opponent, she will maintain the grapple as a move action, and use her death attack in conjunction with Vital Strike to end the fight quickly.

STATISTICS

Str 16, Dex 13, Con 14, Int 10, Wis 15, Cha 8

- Base Atk +7; CMB +12 (+14 grapple); CMD 23 (25 vs bull rush, reposition, and trip; 27 vs. grapple)
- **Feats** Dodge, Extra Ki, Greater Grapple, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Knockout Artist^{UC}, Monastic Legacy^{UC}, Stunning Fist, Vital Strike
- **Skills** Acrobatics +9, Bluff +7, Climb +11, Disguise +7, Perception +11, Sense Motive +11, Sleight of Hand +9, Stealth +9

Languages Common

- **SQ** assassin talents (brutal assassin, close-in killer, stranglehold), fast movement, high jump, *ki* pool (6 points, magic), maneuver training, poison use, purity of body, quiet death, slow fall 20 ft.
- **Combat Gear** potion of bull's strength, potion of cure serious wounds, large scorpion venom (10 doses); **Other Gear** masterwork shiruken (30), masterwork jutte, amulet of natural armor +1, belt of tumbling^{UE}, pauldrons of the serpent^{UE}, ring of protection +1, 92gp These assassins act at the will of their monastery's abbot, targeting powerful enemies of the order.

SAMPLE IRON-ARM ENFORCER: KHULAN

Khulan serves her monastery as a trained killer. She is often sent to eliminate people in positions of power that refuse to negotiate with her abbot. Occasionally she will also take such enemies alive, often to be ransomed or to force them to sit down with the abbot and work towards peace.

Combat Encounters: Khulan prefers to work alone, taking the guise of someone innocuous but ubiquitous, like a gardener, beggar, or pilgrim. She will use this harmless guise to get close to her target.

Roleplaying Suggestions: Khulan is taciturn and speaks little. She acts swiftly to come to the defense of fellow monks or clergy of favorable gods.

CR 8

CULTIC PURGATON

XP 4,800 Male half-elf necromancer 8/assassin 1 NE Medium humanoid (elf, human) Init +6; Senses low-light vision; Perception +6

DEFENSE

AC 21, touch 13, flat-footed 19 (+3 armor, +1 deflection, +2 Dex, +1 natural, +4 shield)
hp 68 (8d6+1d8+36)
Fort +3; Ref +5; Will +6; +2 vs. enchantment
Immune sleep

OFFENSE

Speed 30 ft.

Melee mwk dagger +4 (1d4-1/19-20) **Ranged** mwk hand crossbow +7 (1d4/19-20)

Special Attacks channel negative energy (7/day, DC 16), death attack (DC 15), sneak attack +1d6

Arcane School Spell-Like Abilities (CL 8th, concen-



tration +10)

7/day—grave touch (4 rounds)

Spells Known (CL 8th; concentration +12)

- 4th—animate dead, dimension door, greater false life^{UM}, phantasmal killer (DC 18)
- 3rd—dispel magic, displacement, ray of exhaustion (DC 19), twilight knife^{APG}, vampiric touch
- 2nd—blood armor^{ACG}, invisibility, knock, scorching ray, spectral hand
- 1st—chill touch (DC 17), decompose corpse^{UM}, disguise self, expeditious retreat, feather fall, shield
- o—bleed (DC 16), detect magic, detect poison, haunted fey aspect^{UC}

Opposition Schools conjuration, enchantment

TACTICS

- Before Combat The assassin casts greater false life and shield.
- **During Combat** The assassin casts invisibility on his familiar and uses it to deliver a vampiric touch, using Familiar Strike for added damage. He uses his other spells to try and eliminate targets as quickly as possible, using dimension door to escape should he appear to be losing.
- **Base Statistics** Without greater false life and shield, the assassin's statistics are **AC** 17, touch 13, flat-footed 15; **hp** 49.

STATISTICS

Str 8, Dex 14, Con 12, Int 18, Wis 10, Cha 14 Base Atk +4; CMB +3; CMD 14

- **Feats** Combat Casting, Command Undead^B, Familiar Strike^{*}, Greater Spell Focus (necromancy), Improved Initiative, Scribe Scroll^B, Skill Focus (Perception), Silent Spell^B, Spell Focus (necromancy)
- **Skills** Appraise +15, Disguise +6, Fly +7, Intimidate +6, Knowledge (arcana) +16, Knowledge (history) +10, Knowledge (local) +16, Knowledge (religion) +16, Linguistics +10, Perception +9, Sense Motive +4, Spellcraft +15, Stealth +6
- Languages Abyssal, Common, Draconic, Dwarven, Elven, Gnome, Goblin, Halfling, Infernal
- SQ assassin talents (pernicious spell 1/day), arcane bond (owl), elf blood, life sight (10 ft., 8 rounds/day)

Combat Gear potion of cure moderate wounds, scroll of fly, scroll of gaseous form, wand of enervation (5 charges), giant wasp venom (3 doses); **Other Gear** masterwork dagger, masterwork hand crossbow and 10 bolts, masterwork studded leather, amulet of natural armor +1, cloak of resistance +1, ring of protection +1, spellbook, 300 gp worth of obsidian, 87 gp

These arcane initiates are trained to deal with supernatural threats to an assassin order or its carefully guarded secrets.

SAMLE CULTIC PURGATON: DEATHWHISPER

In order to protect their cult and the body of arcane lore they have compiled, this esoteric order of necromancers trains deadly killers to deal with those who attempt defy the cult or plunder its secrets. Deathwhisper is one such killer. Like others of his kind, he is given a name to inspire fear. Those Deathwhisper kills are reduced to skeletons with *decompose corpse*, then animated and returned to the cult's temple to serve.

Combat Encounters: Deathwhisper is sent to destroy those that threaten the cult. An adventurer, or adventurers, could be targeted for doing to much investigation or looting a cache of cult artifacts or lore. Deathwhisper strikes by surprise, using fear and confusion to increase his effectiveness.

Roleplaying Suggestions: Occasionally an enforcer is sent only as a warning. Deathwhisper will attempt to appear out of nowhere, obscured by his *haunted fey aspect*. He delivers the warning in a haunting whisper that carries in the deathly quiet of night.

MANY-FACED KILLER

CR 12

XP 19,200

Female human rogue 5/many-faced killer 8 N Medium humanoid (human) Init +7; Senses Perception +12

DEFENSE

AC 20, touch 14, flat-footed 17 (+5 armor, +1 deflection, +3 Dex, +1 natural)
hp 88 (13d8+26)
Fort +6; Ref +11; Will +5; +4 vs. divination
Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft. Melee +1 glamered shortsword +13/+8 (1d6+1/19-20) Ranged +1 sling +13 (1d4) Special Attacks death attack (DC 21), sneak attack +7d6

TACTICS

- **Before Combat** The many-faced killer attempts to get close to her intended target using her abilities of disguise or stealth if necessary.
- **During Combat** The many-faced killer uses a death attack, if possible, and feints her opponent in order to get in sneak attacks.

STATISTICS

Str 10, Dex 16, Con 12, Int 16, Wis 8, Cha 14 Base Atk +9; CMB +9; CMD 22

- Feats Combat Expertise, Deceitful, Extra Assassin Talent*, Improved Feint, Improved Initiative, Iron Will, Vital Strike, Weapon Finesse
- **Skills** Acrobatics +16, Bluff +19, Climb +11, Disable Device +12, Disguise +19, Escape Artist +16, Knowledge (local) +16, Perception +12, Sense Motive +12, Sleight of Hand +13, Stealth +16, Use Magic Device +15

Languages Common, Dwarven, Elven, Halfling

- SQ assassin talents (another face in the crowd, lost in the crowd, quick comeback), art of deception +8, hidden weapons, many faces, master of disguise, quick change, rogue talents (fast stealth, resiliency, surprise attack), shift alignment, superficial knowledge, trapfinding
- **Combat Gear** potion of cure light wounds (2), potion of see invisibility, wand of true strike (45 charges); **Other Gear** +1 glamered shortsword, +1 sling and 10 bullets, +1 glamered mithril chain, amulet of natural armor +1, eyes of the owl^{UE}, gloves of larceny^{UE}, ring of protection +1, disguise kit, masterwork thieves' tools, reversible cloak, scholar's outfit, tear-away peasant's outfit, 197 gp

SAMPLE MANY-FACED KILLER: THE HANDMAIDEN

This many-faced killer's name is unknown. The Handmaiden is a moniker given to her after her most notorious assassination, when she impersonated the favorite handmaiden of a tyrant queen before killing the monarch in her bath. She is patient and methodical, often insinuating herself in the role of a close but overlooked servant before striking.

Combat Encounters: A combat with the Handmaiden is never expected. A benign, regularly encountered NPC suddenly attacks with swift efficiency. If fought off, she simply disappears into a nearby crowd, becoming somone else and biding her time until the next opportunity.

Roleplaying Encounters: The Handmaiden often enters conversations with people in order to study their mannerisms and familiarize herself with their personalities so she can impersonate them at a later time.



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