# undefeatable-

## **NEW FEATS**

#### ASSASSIN'S HEX

You can place a magical hex on your targets, making them easier to stalk.

**Prerequisites:** Int 13+, 5+ ranks in Spellcraft, assassin level 1st, ability to cast arcane mark

**Benefit:** By taking a full-round action you are able to discreetly place a magical hex on any target within 30 ft. This hex takes the form of your personal mark or guild mark, and must be placed somewhere on the body of the target that is visible to you. The mark persists for 24 hours and cannot be removed or dispelled. You may add your Intelligence bonus to any Perception and Stealth checks made against a creature you have hexed. In addition, you are able to sense the direction of the hexed creature as long as it is within 1 mile per level of assassin you possess. This ability otherwise functions as locate creature, and your caster level for this effect is equal to your character level.

#### **BABAU BLOODLINE**

Your assassin training has revealed a previously untapped aspect of your abyssal heritage: the acid-tainted blood of the babaus, demon assassins, flows through your veins.

**Prerequisites:** Cha 13+, abyssal bloodline, assassin level 1st

**Benefit:** Your assassin levels stack with your sorcerer levels for purposes of determining the power of the claws your abyssal bloodline grants you. Whenever you make a sneak attack with these claws, your sneak attack damage is considered acid damage. Additionally, any round in which you make a successful sneak attack with your claws does not count against the number of rounds per day that you may use the claws. Finally, instead of becoming flaming weapons at 11th level, the claws

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become acidic weapons and deal an extra 1d6 points of acid damage on a successful hit.

#### COLD-BLOODED KILLER (COMBATI

You quickly take advantage of helpless enemies and kill them in cold blood, banishing their souls just as if you had made a death attack.

Prerequisites: Assassin level 5th

**Benefit:** You add your assassin level to the Difficulty Class of Fortitude saving throws made to resist death when you coup de grace a victim. In addition, the effect of your true death class feature applies to creatures you slay with a coup de grace as well as those slain with a death attack, and you may also use the angel of death ability when you make a coup de grace in addition to when you make a death attack.

#### COLD-BLOODED LIAR

You are able to easily lie about death and killing.

**Prerequisites:** Cha 13+, 5+ ranks in Bluff, death attack class feature

**Benefit:** When you lie about death, killing, or your assignments as an assassin (*past, present, and future*), your lies are always considered "believable" for purposes of the circumstance penalty applied to your check, unless the lie would otherwise be considered "impossible," in which case you only have a -10 penalty. In addition, when you use innuendo to pass on a secret message about one of these topics, you get a +5 bonus to your Bluff check.

#### **GRUEL'HUNTER**

You are highly skilled at hunting and slaying your chosen enemies.

**Prerequisites:** Death attack, favored enemy, and track class features





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**Benefit:** Your levels in assassin stack with levels in classes which grant the track class feature for purposes of determining your bonus to Survival checks to find and follow tracks. In addition, when you prepare to make a death attack against a creature that is a favored enemy, you need only take a move action each round to study your target.

#### DEADLY KI

Your ki power can be used to improve your deadly skills.

**Prerequisites:** Wis 13+, death attack and ki pool class features

**Benefit:** By spending 1 point from your ki pool, you can use any one of the following effects: increase the length of time a victim of your death attack remains paralyzed by 1 round; move up to half your speed as a swift action or draw a weapon as a free action during any round that you have also studied a potential death attack victim; increase the amount of time you have remaining in which to make a death attack after you have finished studying your victim by 1 round; or gain a +2 bonus to Stealth or Perception for 1 round.

#### ENERGIZED DEADLY STRIKE ICOMBATI

You can imbue your death attacks with magical energy.

Prerequisites: Int 13+, 5+ ranks in Spellcraft, Arcane Strike, assassin level 1st, ability to cast arcane spells

**Benefit:** When you make a death attack which has been modified by the Arcane Strike feat, you may choose to convert the attack's sneak attack damage to energy damage of a specific type, such as fire or cold damage. If your target has a vulnerability against the chosen energy type, the save DC to resist the death attack increases by 2. You may use this ability a number of times per day equal to your Intelligence modifier. In order to convert the damage to energy damage of a given type, you must know or have written in your spellbook at least one spell which deals damage of that type, though you need not have the spell prepared.

#### EYE FOR DEATH ICOMBATI

You are able to visualize your victim's imminent death, reducing the amount of time needed to study them before making a death attack.

**Prerequisites:** 9+ ranks in Perception, death attack class feature

**Benefit:** You need only study your victims for 2 rounds before being able to make a death attack against them. If you do not launch the attack within 4 rounds of completing the study, 2 new rounds of study are required. If you

choose to study your victim for 3 rounds instead of 2, you may increase the DC of the saving throw to resist the death attack by 1.

**Normal:** You must study your victim for 3 rounds and make the attack within 3 rounds of completing the study.

#### FALSE DEATH

You can cause your victims to appear dead while actually remaining alive.

Prerequisites: Int 13+, true death class feature

Benefit: When you successfully make a death attack against a creature and choose to paralyze it, the creature remains helpless for a number of hours equal to your assassin level. During this time, they appear dead and cannot take any actions, though they are still able to perceive their immediate surroundings. A creature that studies the victim for a full minute and makes a successful Perception check (**DC 20 + your assassin level + your Intelligence modifier**) is able to determine that the victim is paralyzed but not dead.

#### **GREATER EVE FOR DEATH (COMBAT)**

You need hardly any time at all to study your targets before making a death attack.

**Prerequisites:** 11+ ranks in Perception, Eye for Death, death attack class feature

**Benefit:** You need only study your victims for 1 round before being able to make a death attack against them. If you do not launch the attack within 4 rounds of completing the study, 1 new round of study is required. You may increase the DC of the saving throw to resist the death attack by 1 for each additional round you choose to study your opponent, to a maximum of +2 from 3 total rounds of study.

#### **GUILDASSASSIN**

You have guild connections which allow you to procure information and black market items with ease.

**Prerequisites:** Assassin level 1st, membership in an assassins' guild or criminal guild

**Benefit:** When you choose this feat, choose an appropriate guild in which you are a member. As long as you have reasonable access to that guild's resources (*such as by being in the appropriate city or able to find a contact*), you are able to procure poisons and other alchemical items at nine-tenths of their market price without needing to haggle. In addition, you are able to make Appraise and Knowledge (local) checks with a bonus equal to your level in assassin by speaking with your guild contacts. Even when you

do not have direct access to your guild's resources, you make such checks with a bonus equal to one-third of your assassin level (*minimum* +I).

#### HAWKEYE ASSASSIN

You are able to study your potential victims from great distances while you have assumed the form of a bird of prey.

**Prerequisites:** Wis 13+, death attack and wild shape class features

**Benefit:** While you taken the form of a bird of prey using wild shape, you are able to study your potential death attack victims from a distance of up to ten times your fly speed, even if your victim has partial cover or concealment (*but not total cover or concealment*). When you charge (*dive*) to attack a target you have studied, double your base fly speed.

#### HIDDEN DEATH ICOMBATI

When you have successfully hidden a weapon, you are able to make a death attack even while in plain sight of your target.

**Prerequisites:** Dex 15+, Quick Draw, death attack and hidden weapons class features, base attack bonus +7

**Benefit:** If you have hidden a weapon on your person using Sleight of Hand and your opponent believes you are unarmed and weaponless, you may still make a death attack against the opponent if you make the attack in the same round that you draw the weapon. You must still study your opponent prior to attempting the attack.

**Normal:** Normally a death attack fails if your target is aware of your presence.

#### **INSPIRING KILLER (COMBATI**

Your death attacks are inspirational to your allies.

**Prerequisites:** Cha 13+, death attack and inspire courage class features

**Benefit:** Whenever you successfully slay or paralyze an opponent with a death attack, you may begin to inspire courage as a free action. This inspire courage effect lasts for a number of rounds equal to your assassin level and does not count against your daily bardic music limit or require you to take any actions to maintain. After this duration has expired you must use bardic music as normal to extend the duration.

#### **MASTER POISONER**

You are a skilled poisoner, able to craft potent poisons and use fewer resources while crafting them.

**Prerequisites:** 7+ ranks in Craft (*alchemy*), poison use class feature

**Benefit:** When you finish crafting a poison using the Craft (*alchemy*) skill, you may apply one of the following effects to the poison: increase the Fortitude save DC of the poison by 1; increase the frequency of a poison measured in rounds by 1 round; or cause the poison to deal 1d6 hit point damage (*lethal or nonlethal*) in addition to its normal effects each time an afflicted creature fails its saving throw against the poison. Alternatively, you may recover one-tenth of the cost of material goods you spent crafting the poison.

#### **MASTER OF THE POISONED STRIKE (COMBATI**

You are skilled at inflicting deep wounds which make your poisoned attacks more difficult to resist.

**Prerequisites:** 9+ ranks in Craft (*alchemy*), Master Poisoner, poison use and sneak attack class features

**Benefit:** When you make a successful sneak attack with a poisoned weapon and your opponent becomes poisoned, you may increase the number of successful saving throws needed to cure the poison by 1.

#### **MURDEROUS NECROMANCY**

Your death attacks cause your victims to become your undead servants.

**Prerequisites:** 7+ ranks in Spellcraft, death attack and true death class features, ability to cast animate dead

**Benefit:** When you slay a creature with a death attack, you can cause that creature to immediately reanimate (*as if you cast animate dead on it*) by making a successful Spellcraft check with a DC equal to 10 plus the creature's HD. You do not need to have the spell prepared for this effect to occur, but you do need to either know the spell or have it scribed into your spellbook (*for arcane casters*) or have it on your spell list (*for divine casters*) and be high enough level to cast it. Undead created with this ability do count against the total HD of undead you are able to control, but you may control an additional 2 HD of undead with animate dead per level of assassin you possess.

#### POISONER'S FORTITUDE

Your exposure to poisons has increased your fortitude.

**Prerequisites:** 5+ ranks in Craft (*alchemy*), assassin level 2nd

**Benefit:** Your save bonus against poison from the assassin class also applies to all other Fortitude saves you make. This bonus temporarily ceases to apply if you have not

been exposed to a poison within 1 day per assassin level you possess.

#### RANGED DEATH ATTACK (COMBAT)

By studying your opponent twice as long as normal, you are able to make a death attack with a ranged weapon.

**Prerequisites:** 11+ ranks in Perception, death attack class feature

**Benefit:** If you study a potential death attack victim for 6 rounds, you are able to make a death attack against the victim using a sneak attack with a ranged weapon that successfully deals damage. As normal, the target must be within 30 ft. in order for the attack to be a sneak attack.

**Special:** You may not use this ability in conjunction with abilities which reduce the number of rounds that you must spend studying your victim.

**Normal:** Normally you must use a melee weapon to make a death attack.

#### SEEROFDEATH

Scrying on your opponents gives you great insight into how to slay them.

**Prerequisites:** Ability to cast one or more divination (*scrying*) spells, death attack class feature

Benefit: When you use a scrying spell on a creature, you can study that creature as if you were preparing to make a death attack against them. For each minute you spend studying the creature, you may reduce the amount of time needed to study the target when you encounter them by 1 round. Studying the creature for 3 rounds thus enables you to make a death attack against it in the future without needing to study it beforehand. This benefit fades after a number of days equal to your assassin level. If you study the target more than 3 minutes, for each additional minute you spend studying, you are able to determine one of the following facts about the target: its vulnerabilities (such as fire or cold damage); its immunities; its Spell Resistance; its senses (such as darkvision); or its Damage Reduction. You may only learn one of these facts per 2 levels of assassin you possess (minimum 1).

#### SEETHING STALKER ICOMBATI

Your rage does not alert your victims to your presence, and serves to aid in your ruthless killing.

Prerequisites: Death attack and rage class features

**Benefit:** You are able to enter into and maintain a rage without making any unnecessary noise which would alert your victims to your presence. You are also able to concen-

trate well enough while raging to study opponents for purposes of making death attacks against them. During any round that you spend raging in addition to studying your victim, you gain a +4 bonus to Stealth checks. This bonus lasts as long as you continue raging, even after you stop studying your victim. If you are raging while you make a death attack, you may add your Strength modifier to the saving throw DC of the death attack rather than your Intelligence modifier.

**Normal:** Normally you are unable to concentrate well enough to study victims while raging.

#### SILENT DEATHBRINGER (COMBAT)

You are skilled at remaining unnoticed and surprising your opponents even after slaying one of them.

**Prerequisite:** 11+ ranks in Stealth, death attack and quiet death class features

**Benefit:** Whenever you kill a creature using your death attack during a surprise round, you get a +4 bonus to the Stealth check you make in order to escape notice by those in the vicinity. If combat begins within 1 round per three assassin levels you possess, opponents who failed to notice you are considered flat-footed against you in the first round of combat, even if they act before you, and you get a +2 bonus to your Initiative roll.

#### **Terrible Angel of Death**

Your attempts to banish the souls of those you slay are never wasted, and you gain temporary vigor when you do so.

Prerequisites: Angel of death class feature

**Benefit:** If you declare the use of your angel of death ability and miss with your attack or the target successfully saves against the death attack, your angel of death ability is not wasted and you may attempt to use it again. In addition, when you successfully slay a creature with a death attack imbued by the angel of death ability, you gain temporary hit points equal to 10 + the HD of the creature slain.

#### TERRIFYING KILLER (COMBAT)

You inspire fear in those who witness you kill.

**Prerequisites:** 5+ ranks in Intimidate, death attack class feature

**Benefit:** Whenever you successfully slay or paralyze an opponent with a death attack, you may take a swift action to inspire fear in one ally of that opponent within 30 feet who witnessed you make the attack. That creature must make a Will saving throw (*DC equal to the DC to resist the* 

*death attack*) or become shakened for a number of rounds equal to your assassin level. If the creature has 5 or fewer hit dice, it becomes frightened instead.

#### UNSEEN DEATHBRINGER (COMBAT)

You are able to very skillfully remain unnoticed even while attempting to slay a victim.

**Prerequisites:** 13+ ranks in Stealth, Silent Deathbringer, death attack, hide in plain sight and quiet death class features

**Benefit:** Whenever you attempt a death attack while hiding in plain sight, if you miss with your attack, you are able to remain unnoticed. If your attack hits, you are able to use Stealth to avoid detection with your quiet death ability as normal, and you may do so whether the victim lives or dies from your attack.

**Special:** You do not gain the other benefits of the Silent Deathbringer feat unless you slay your target.

**Normal:** Normally opponents might detect your attack if you miss, and you may only use quiet death if you slay a victim during the surprise round.

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