

Assassins

A Basic Fantasy RPG Supplement

Release 4

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Basic Fantasy Website: basicfantasy.org

INTRODUCTION

This supplement provides information for playing Assassins, an additional character class, under the Basic Fantasy Role-Playing Game rule system. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

NEW CHARACTER CLASS

Level	Exp. Points	Hit Dice
1	0	1d4
2	1,375	2d4
3	2,750	3d4
4	5,500	4d4
5	11,000	5d4
6	22,000	6d4
7	44,000	7d4
8	82,500	8d4
9	165,000	9d4
10	247,500	9d4+2
11	330,000	9d4+4
12	412,500	9d4+6
13	495,000	9d4+8
14	577,500	9d4+10
15	660,000	9d4+12
16	742,500	9d4+14
17	825,000	9d4+16
18	907,500	9d4+18
19	990,000	9d4+20
20	1,072,500	9d4+22

Assassin

There are men and women in the world who deal death from the shadows for hire. These people are called assassins. Most are trained by secret guilds or societies; civilized lands generally forbid and destroy such organizations.

Assassins are able to wield any weapon and use any armor that is allowed to Thieves. A prospective Assassin must have a minimum Dexterity and Intelligence of 9 each. Only Humans may become Assassins.

Assassins have several special abilities, as listed on the table below. Some abilities are shared with the Thief class, and are described in the Core Rules. Those abilities special to the Assassin class are as follows:

Disguise: An Assassin can disguise himself or herself to appear to be a specific sort of character, that is, a noble, a priest, a commoner, etc. An Assassin may attempt to disguise himself or herself as a specific person, but the chance of success is reduced by at least half in this case (or even more if the Assassin attempts to appear to be someone of a different race or sex).

Poison: Assassins learn the art of making lethal poisons. Poisons are often quite expensive to make; it is not uncommon for a single application of contact poison to cost 500gp or more. The GM is advised to take care that poison does not become too much of an easy solution for the Assassin.

Shadowing: An Assassin may attempt to follow or track a character in an urban or indoor environment. The Assassin must be able to see the character being shadowed, though not necessarily in a continuous fashion. If the roll fails, the GM must decide if the character being followed has been lost, or if he or she has detected the Assassin; further, the Assassin who loses the trail does not know if he or she has been detected (unless, of course, the character being tracked chooses to confront the Assassin).

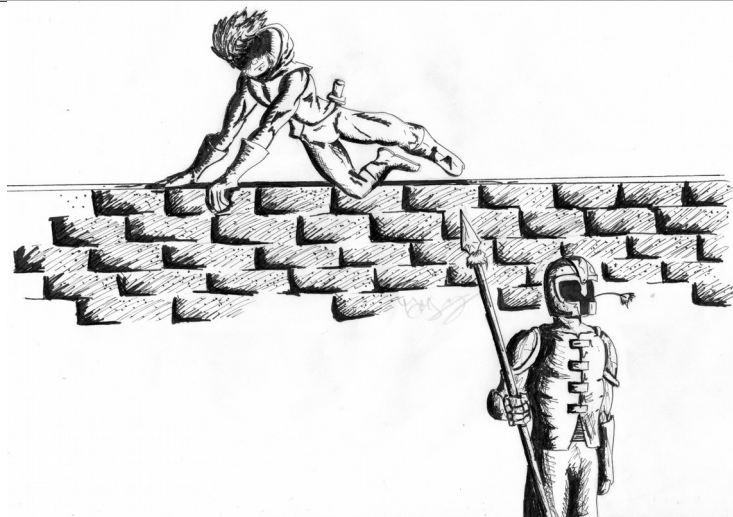
Assassinate and Waylay: This is the Assassin's primary special ability. An Assassin can attempt to knock out or kill an opponent in a single strike. This is performed in much the same way as a Thief's Sneak Attack ability. The attack is rolled at a +4 attack bonus; if the Assassin hits, the victim must make a saving throw vs. Death Ray or die if attacked with a lethal weapon, if the Assassin chooses to deliver subdual damage then the victim must make the saving throw or be rendered unconscious. If this roll is made, the victim suffers double damage. At the GM's option, characters two or more levels lower

than the Assassin may be denied a saving throw.

Note that bounty hunters are often “reformed” Assassins, who use the Waylay ability in the course of their (more or less) lawful activities.

Assassin Abilities

Level	Open Locks	Remove Traps	Pick Pockets	Move Silently	Climb Walls	Hide	Listen	Disguise	Poison	Shadowing
1	15	10	20	15	70	-	20	30	25	10
2	20	15	25	20	75	5	25	35	30	15
3	25	20	30	25	80	10	30	40	35	20
4	30	25	35	30	81	15	34	45	40	25
5	35	30	40	35	82	20	38	50	45	30
6	40	35	45	40	83	25	42	55	50	35
7	45	40	50	45	84	30	46	60	55	40
8	50	45	55	50	85	35	50	65	60	45
9	55	50	60	55	86	40	54	70	65	50
10	60	55	65	60	87	45	58	74	68	53
11	65	60	70	65	88	50	62	78	71	56
12	68	63	74	68	89	53	65	82	74	59
13	71	66	78	71	90	56	68	86	77	62
14	74	69	82	74	91	59	71	90	80	65
15	77	72	86	77	92	62	74	94	83	68
16	80	75	90	80	93	65	77	95	84	69
17	83	78	94	83	94	68	80	96	85	70
18	84	79	95	85	95	69	83	97	86	71
19	85	80	96	89	96	70	86	98	87	72
20	86	81	97	91	97	71	89	99	88	73



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