



ASSASSIN

Name: _____ Sahar the Viper
Race: _____ Wild Elf
Title: _____ Night Stalker of the
Serpents of Nanhanar
Role: _____ Melee/Ranged Damage Hybrid
Play style: _____ Poisoned knives
& throwing weapons

NAME: Sahar the Viper				TITLE: Night Stalker		LEVEL: 4	
RACE: Wild Elf				CLASS: Assassin		GENDER: Female	
MODIFIERS		HIT/CAST	CRIT MISS/FAIL	CRIT HIT/CAST	OTHER	AGE: 158	
MELEE-Knives		+16	0%	10% 91+	Damage +1	HEIGHT: 5'7"	
RANGED-Thrown		+19	0%	10% 91+	Damage +2	WEIGHT: 120lbs.	
SPIRIT-Nature/Wild		+3	5%	9% 92+	Damage 0	SIZE MODIFIER	
						Medium	0
						STATS +/-	
						MOVEMENT	5
						STRENGTH	8
						AGILITY	16
						STAMINA	6
						INTELLECT	13
						WISDOM	12
						AVOIDANCE	12
						PERCEPTION	14
						RESOLVE	10
						INITIATIVE	12
						CHARM	10
WEAPON SPEC		Knife		bonuses already added			
COMBAT SPEC		Peltast		Quick Toss (instant), see Secondary Skills			
PRIMARY LOAD OUT	MAIN HAND	Kukri (1d8+1 dam, -1 Stealth Cost, Thrown Range 9")					
	OFF HAND	Kukri (1d8+1 dam, -1 Stealth Cost, Thrown Range 9")					
SECOND LOAD OUT	MAIN HAND	Shuriken of Greater Returning* (1d10 dam, -2 Stealth Cost, Thrown 18", no melee)					
	OFF HAND	Shuriken of Greater Returning* (60% chance to return on command)					
BELT SLOTS		Shuriken		Shuriken			
<i>Traveler's Belt</i>		Shuriken		Shuriken			
6 slots		Shuriken		Shuriken			
MONEY POUCH (GP.SP)							
ARMOR & ITEMS (by slot)	LEGS	Cloth Trousers		1	DEFENSE		
	TORSO	Cloth Shirt		1	AC	22	
	SHOULDERS	Leather Mantle		2	ARMOR	10	
	FEET	Padded Cloth Boots (stacks with Light of Foot to remove penalty for sneaking)		1	DODGE	12	
	HANDS	Cloth Gloves		1	NOISY	0	
	ARMS	Leather Bracers of Minor Striking		2	STIFF	0	
	HEAD	Leather Cap		2	DOUBLE	0	
	BACK			0	TRIPLE	0	
	NECK				RESISTANCES +/-		
	TRINKET				ARCANE	26	
OTHER				ELEMENTAL	12		
BACK PACK		Silk Rope (20 feet)	x		NATURAL		
<i>Standard</i>		Grappling Hook			HOLY		
20 Slot Pack					DEMONIC		
MAX CAPACITY					MENTAL		
8 slots					INIT. SCORE 12+1d12		
HP (MAX:40)							
SPIRIT (MAX:24)							
MAX TIER: 2							
STEALTH (BASE: 8)							
Available Stealth (No-Light) = Base x2							
Available Stealth (Dim-Light) = Base x1							
Available Stealth (Bright-Light) = Base x0.5							
EXPERIENCE:							
REPUTATION	COMMON: 10						
	THE SERPENTS OF NANHANAR: 15						



v1.3

PASSIVE SKILLS:	DETAILS:	
Armor Proficiencies	Cloth, Leather	
Weapon Proficiencies	Knives, Bows	
Languages	Common, Wild Elf	
Sneaky	-3 Disadvantage when opponents are attempting to detect you while hiding	
Animal Speech	can understand animals & communicate with them on a basic level; may re-roll a failed Animal Training stat roll-off; during combat may dissuade animals from attacking (counts as an instant) if winning a charm vs initiative stat roll-off (results may vary by animal and effects are often temporary), if used against domestic/trained/mount animals the trainer/riders initiative may be used	
Light of Foot	Can sneak (move while hidden) at 3/4 speed instead of the regular 1/2 speed always ignore naturally occurring Difficult terrain movement penalties	
Utility Caster	Spells that do not cause direct damage of any kind (i.e. crowd control, buffs, de-buffs, etc...) cost 15% less spirit to cast (cannot reduce cost below 1) and increase stealth by 1d4	
SECONDARY SKILLS:	RANK:	DETAILS:
Herblore	1	Can usually find edible food (based on the geography) such as berries, roots, or mushrooms to provide fresh food in the wild, can locate/harvest simple herbal alchemy components if available, and cure simple poisons and most minor illnesses with the correct herbs
Combat Specialist	1	Receive +5 hit and +1 damage when attacking with thrown weapons (already added)
(Peltast)	2	Quick Toss: Can throw a single throwing weapon as an instant (treat as a main hand throw)
Weapon Specialist	1	Receive +5 hit and +1 damage when attacking with any type of Knife (already added)
(Knives)	2	Receive +5% Crit & -5% Crit miss when attacking w/ any type of Knife (already added)
Extra Sensory Perception	1	Adds +1 to either the characters Perception stat permanently (already added)

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Stealth (Primay) Skills

Known	Skill Name	Current Rank	Max Rank	Discipline	Required Stealth	Stealth Cost	Use	Description
✓	Vanish	1	1	Thievery	0	0	instant	immediately gain 1d4(+1 per 5 levels) stealth, can only use once per battle • if current stealth is zero, Vanish puts the character into a "Hiding" state • can be used when in LOS
✓	Study Prey	1	1	Assassination	4	1	action	range = Perception, +10% crit (+15% for 'strike' or 'shot') on studied target, stacks if studying same target multiple turns, lasts until criting
✓	Backstab	2	3	Assassination	6 / 9 / 12	3	action	must be behind target, knives only, +5 to hit Rank, Rank 1 1.5x, Rank 2 2x, Rank 3 3x weapon damage, count as 'strike', can use once/weapon/round
✓	Stealth Shot/Strike	4	5	Assassination	4 / 5 / 6 / 7 / 8	1	action	a +1 damage/Rank ranged shot or melee strike that costs 1 less stealth than normal (already included in Stealth Cost)
✓	Take Aim	3	5	Assassination	1 / 2 / 3 / 4 / 5	0	instant	next ranged attack or 'shot' has +2% crit /Rank
✓	Snipe	1	2	Assassination	4 / 8	2	action	regular damage ranged attack with the targets AC cut in half (Rank 1) and effectively reduced to zero (Rank 2)
✓	Distract	1	1	Subterfuge	3	0	instant	forces a single target to focus its attention (if not already engaged) in any direction from the caster, if in base contact make init roll
✓	Swift Kick	1	3	Suppression	3 / 4 / 5	2	OT instant	kicks the target for 1 damage during their own turn (counts as an unarmed melee attack/kick) AFTER they have annouced intent to use a special ability • if hitting there is a 25%/Rank chance to interrupt the targets special ability • counts as instant on next turn

General Stealth Costs Summary

Melee Skill or Attack that Causes Damage		Hit	Miss	Crit
Action		3	2	4
Instant		2	1	3
LoS Ranged Skill or Attack that Causes Damage		Hit	Miss	Crit
Action		2	1	3
Instant		1	0	2
All Other Skills or Attacks		Hit	Miss	Crit
Action		1	0	2
Instant		0	0	1
Regular Movement (non-sneaking) 1 per tabletop inch of movement				

Giving Away Your Position

Position Relative to Target	Melee Instant or Action that Causes Damage	LoS Ranged Instant or Action that Causes Damage	
Frontal Arc	Automatically gives position away to opponent	Give position away to opponent if failing a Stealth Check	All other instants or actions
Side Arc	Give position away to opponent if failing a Stealth Check	Give position away to opponent if failing a Stealth Check	Give position away to opponent if failing a Stealth Check
Rear Arc	Give position away to opponent if failing a Stealth Check	Does not give position away	Does not give position away
Self-Target	n/a	n/a	Does not give position away

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SPIRIT POWERS (Primary Skills)

Known	Spell Name	Tier	Discipline	Domain	School of Magic	School of Powers	Spirit Cost	Use	Range	Description	Archetype	Archetype Details
✓	Detect Magic	0	None	Arcane	Common	None	1	instant	15	detects/identifies all Spirit buffs/effects/enhancements (Spirit-based) on a given target, temporarily glow according to school (for up to 1 hour) • the more specific the target the more specific the results will be	Reveal	reveals hidden mysteries of the spirit world, allowing the caster and/or allies to exploit this knowledge
✓	Memorize Power	0	None	Arcane	Common	None	1/Tier	non-combat	self	commit a power to memory from a Spirit Book, this power is limited to being cast once per rest or once per half rest if caster has level 2 Scholar secondary skill	Modify	modifies the basic properties of something for useful purposes
✓	Silent Cantrip	0	None	Arcane	Common	None	2	action	15	Assassin only: 1d4 arcane damage, does not reduce stealth in any way	Burst	no direct projectile therefore no LOS required and no dodge allowed, however caster must still have some reason to know that a target exists
✓	Animal Scout	1	Conjuration	Natural	Wild	Nature	equal to XP	action	self	summons a small animal (non-combat) that the caster can see and hear though at will, also reduces the spirit cost of all nature/wild powers by 1 while w/in 1" of caster	Familiar	can only be cast once per day • conjures an active familiar into base contact with caster • can act immediately using the casters Initiative Score • will obey caster unless actions would be against its nature • remains active until caster dismisses the familiar, caster is knocked unconscious or sleeps, or if familiar's HP drop below 0 • contributes to the XP of a party and rewards XP if slain while not under casters control
✓	Bestial Rage	2	Fortification	Natural	Wild	Nature	5	instant	self	while active caster has +2 nature, wild, physical and primal damage • consume to gain an extra regular mainhand attack this round	Empower	self cast only buff • positive effects that remain in play for up to one hour unless dispelled • some Empower spells may be consumed at will as an instant for the affected target on their own turn • consuming a Empower immediately ends its effects, but causes an immediate additional effect • if an Empower is consumed it cannot be recast on that target for 1 hour
✓	Wild Growth	1	Destruction	Natural	Wild	Nature	3	action	12	2d4 damage, 5% +5%/Tier chance to Snare the target in vegetation for 1 rnd (3 damage per Tier to break)	Burst	no direct projectile therefore no LOS required and no dodge allowed, however caster must still have some reason to know that a target exists
✓	Strangle Vines	2	Conjuration	Natural	Wild	Nature	1+1/tier	action	10	target cannot move, and unless they pass a strength test they also cannot use actions/instant, any damage breaks the vines	Binding	crowd control power involving a physical restraint of some kind • requires LOS • one target/Tier or one round/Tier or mix of both (i.e. a Tier 4 Binding power could affect one target for four rounds, or two targets for two rounds, or four targets for one round) • outside of combat treat duration as hours not rounds • typically damage will break the effect • casters may elect to only bind certain parts of the target, such as leaving the legs unbound so that a prisoner can be forced to walk on their own
✓	Poison	2	Destruction	Natural	Wild	Toxic	4 / 8 / 12	instant	self	Inflicts a poison of casters choice, Tier2 'simple, Tier4 'complex, Tier6 'superior	Imbue	imbues Spirit powers onto a weapon (including natural weapons such as animal claws/bites, or fists) • cannot stack imbues on a weapon but stays on until weapon is used, does not stack or chain with special abilities other than non-spirit based 'strikes', 'shots', or unarmed Focus Abilities • use the same d100 hit roll for both the physical portion vs AC and the spirit portion vs Resistance, but assigning separate modifiers to each (including critical hit) • if the physical portion of the attack fails to hit then unless otherwise stated the spirit portion ALSO fails • however if the spirit portion fails to hit but the physical hit is successful, treat it essentially as a normal melee attack

Imbue Poison...

simple bewildering poison
simple crippling poison
simple deadly poison
simple disrupting poison
simple exhausting poison
simple languishing poison
simple necrotic poison
simple weakening poison

Duration

6 rounds
1 rounds
6 rounds
2 rounds
1 rounds
6 rounds
6 rounds
6 rounds

Combined Attributes

-1 movement, -5 to hit
target is Slowed for 1 round
1d6 damage
cannot use any kind of special skills/powers
+1 stack of Exhaustion; effects cannot cause death from Exhaustion
-4 to initiative score
lose function of infected/random limb, -25% to incoming heals; uses the lesser of natural or demonic resistance
-2 Disadvantage on all stat rolls