

THE ASSASSIN

(COMPENDIUM CLASS)

Some people kill for duty, and others kill for pleasure. You? You just kill for money.

This version of the Assassin is intended for use as a Compendium Class in games where the full Assassin is not in play.

When you **have taken a life in exchange for financial reward**, you may take the following move when you next level up:

CONTRACT KILLER

When you **have downtime and put out word that you're looking to take on a contract**, roll+Int. **On a hit**, someone approaches you with a job—they'll give you a name and maybe a description. Roll 2d6: that's what the job is worth to them, in tens of coins; take it or leave it. **On a 7-9**, the job has strings attached—they want you to kill the target in a specific way or place, by a specific time, et cetera. Either way, once the job is done, they'll find a way to pay you.

If you fail to complete a contract, take -1 ongoing to Contract Killer until you prove yourself again.

Once you've taken **Contract Killer**, the following moves count as class moves for you; in addition to your normal list of moves, you may choose from this list when you level up:

STAKEOUT

When you **spend several hours scoping out a place, person or situation**, you can Discern Realities with +Int and add the following question to your list of choices:

* What would be the most opportune moment to strike?

REQUIESCAT IN PACE

When you **fake a death—either yours or someone else's**—roll+Int. **On a 10+**, the evidence you planted is foolproof—everyone will believe that person has died, and no one will look into it. **On a 7-9**, the staged death is sloppy, and won't stand up to rigorous inspection.

THE PROFESSIONAL

When you **put out word that you're looking to take on a contract and get offered a job**, name your price. If they can afford it, they'll pay.