

STAR LOG.EM-004

ASSASSIN



STARFINDER
COMPATIBLE



STAR LOG.EM-00X

ASSASSIN

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Everyman Gaming began as the blog of Alexander Augunas in January 2014, where he wrote about Pathfinder Roleplaying Game tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name *Guidance*. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with Rogue Genius Games to release *Ultimate Occult* and has remained with them since.

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~ Alexander Augunas
Publisher & Crunchmaster of Everyman Gaming LLC



ACCESSING ARCHIVES

QUERY: ASSASSIN

Hello, and thank you for purchasing *STAR LOG.EM004: ASSASSIN!* When Everyman Gaming decided to start doing classic fantasy prestige classes as *STARFINDER* archetypes, in my mind assassin was probably the most pressing in terms of, "Do we need this for a campaign setting?" Espionage and assassination are usually a huge part of any gritty futuristic setting, as they're the individuals that often alert the heroes to clandestine meetings and plans behind closed doors. They're the indication that someone, somewhere is pulling the strings of fate, orchestrating the merry tunes that the PCs find themselves unwittingly dancing to. And that this someone wants them dead. Bad.

Of course, assassins are also popular choices for PCs, but assassins are usually dubiously allowed by GMs at best because they're usually an assumption that if you'd kill for a living, you're evil. While arguing alignments is an exercise in futility, this has always struck me as odd because when you get right down to it, most adventurers kill for a living. And I don't really see, "I'm killing you to take your things" as being any more or less noble than, "I'm killing you to put food on the table tonight," but again, this is just my opinion. If you as a GM want to impose an alignment restriction on the assassin archetype, go for it. I usually find, however, that the people who want to play assassins are usually nongood, and the rare PC who wants to be a good-aligned assassin usually has a pretty cool story behind the character. But whatever you choose, know that by buying this product, you've ensured that your PCs will have to constantly check their backs or risk a terrible fate by an assassin's blade!

ASSASSIN ARCHETYPE

In any star system, problems arise that cannot be solved with guile or conflict, or at least they are too time-consuming or expensive for some parties to solve using traditional means. When tensions run high and the privileged begin to sweat their schemes, assassins are often called to action. Completing their grim task with cold, professional detachment, assassins are skilled at espionage, bounty hunting, and terrorism. An assassin's versatility stems from their professionalism; an assassin is no mere killer, each is an artisan and their medium is death. Trained in a variety of potent killing techniques, even the foolishly brave fear an assassin's skill, cunning, and ruthlessness.

Assassins walk many roads of life, and all forms of weaponry are potent in a skilled assassin's hands. From sniper rifles and long arms to operative weapons and spells, most weapons are well-suited to an assassin's craft, the only weapons actively avoided being those that lack the discretion and finesse that is so crucial to their trade. Although an assassin may ultimately rely on explosives, grenades, missiles, and similar weaponry to sow discord and terror, these weapons generally lack the proper precision for the darkest of their craft's deeds.

ALTERNATE CLASS FEATURES

The assassin grants alternate class features at 6th, 9th, 12th, and 18th level.

DEATH ATTACK (EX); 6TH LEVEL

You can closely study an opponent to deal a deadly blow that paralyzes or slays them as you see fit. To use this ability, you must study your victim by attempting a Bluff, Disguise, or Stealth check as a standard action. The DC for this check is equal to $20 + 1\frac{1}{2}$ times the victim's CR. This is either a Bluff check to lie, a Disguise check to change your appearance, or a Stealth check to hide. In order to use Stealth, you must have cover, concealment, or an ability that allows you to hide without cover or concealment. If you fail any of these checks, your victim immediately recognizes you as an enemy (though not necessarily that you are studying them with murderous intent), preventing you from studying them or making death attacks against them for 1 day unless you spend 1 Resolve Point.

After you have studied your opponent successfully in three consecutive rounds, you can move up to your base speed and then perform a death attack as a full action. A death attack is a single melee or ranged attack that you make with a weapon that you are proficient with or a spell with a casting time of 1 standard action that deals Hit Point damage and requires you to make an attack roll against the target's AC. When using a spell to make a death attack, you cast the spell as part of the full action to make your death attack.

If your death attack satisfies these requirements and hits the target, you deal your weapon's normal damage to the target and your victim must succeed on a Fortitude save or become paralyzed or slain (your choice). The save DC for this ability is $10 + 1\frac{1}{2}$ your level + your class's key ability score modifier.

If you choose to paralyze your victim, they are paralyzed for $1d6$ rounds + a number of rounds equal to $1\frac{1}{2}$ your level. If you choose to slay your victim, you replace your weapon's damage with $1d20$ per 2 item levels your weapon possesses, or your spell's damage with $1d20$ per spell level your spell possesses (maximum $6d20$; spells from classes capable of casting 9th level spells use their spell level - 1 for 3rd-, 4th-, and 5th-level spells, their spell level - 2 for 6th-, 7th-, and 8th-level spells, and their spell level - 3 for 9th level spells). If the amount of damage that the victim takes exceeds its remaining Hit Points, the target must succeed at a Fortitude save (same DC as for a paralyzing attack) or immediately die.

You can't make a death attack with an attack that deals nonlethal damage, a weapon that has the explosion or unwieldy special property, or a weapon that requires a full action to make a single attack. If you have the Shot on the Run or Spring Attack feats, you can take your movement from death attack at any time during a death attack with an either an appropriate weapon (instead of only before) without provoking any attacks of opportunity from the target of your attack. Spring Attack allows you to make melee attacks in this manner, while Shot on the Run allows you to make ranged attacks.

HIDE IN PLAIN SIGHT (EX); 9TH LEVEL

You can use the Stealth skill even while being observed. As long as you are within 10 feet of anything that would provide you with cover or concealment, you can use Stealth to hide as if you had cover or concealment without actually having anything to hide beyond. You can't use hide in plain sight to hide from a creature that can normally detect you regardless of this source of cover or concealment; for instance, you cannot hide in plain sight from a creature with darkvision if the only source of cover or concealment within 10 feet of you is an area of dim light or darkness. You can, however, use sources of cover and concealment that you can ignore to hide, such as using an area of dim light if you have low-light vision.

QUIET DEATH (EX); 9TH LEVEL

Whenever you make a death attack against a victim and the victim dies, you can attempt a Stealth check to hide opposed by the Perception check of all creatures within the vicinity (as determined by the GM, and including the appropriate Perception check penalties due to distance).

ENHANCED DEATH ATTACK (EX); 18TH LEVEL

You can spend Resolve Points to reduce the number of rounds that you must study a creature before attempting a death attack against them. Each Resolve Point that you spend reduces the number of rounds that you must study the victim by 1, to a minimum of 1 rounds. (You can spend 2 Resolve Points to death attack an opponent that you have studied for just one round.) Spending Resolve Points in this manner doesn't require an action, and you can spend these points whenever you wish.

In addition, whenever you make a death attack to slay your victim

and it dies from the Hit Point damage, its body crumbles to dust. This prevents the victim from being returned to life from *raise dead* and *resurrection*, but *true resurrection* can return the victim to life if the caster succeeds on a caster level check (DC equals 11 + your level).

WHERE IN XA-OSOROP

Though they cling to the shadows and underbellies of the system, assassins can be found virtually anywhere with buyers wealthy enough—and desperate enough—to use their services. The following corporations, factions, and organizations are speculated to commonly employ assassins for their own ends.

Dragonheir Concordance (Corporation): If there's one thing that the scrappy kobold moguls of the Dragonheir Concordance love more than their tidy profits, it's the monopoly they've managed to carve out of the mining scene in the Belt of Azan, the ruined remains of the once glorious world of Azan. In order to protect their mining interests, some kobolds whisper that the concordance takes the toughest, meanest kobolds working for the organization and utterly breaks their will, mind, and spirit, leaving nothing but a terrible little shell of a kobold with no wants or needs other than serving their masters. And what those masters want is usually the utter annihilation of their business oppositions. While these assassins usually specialize in the untimely eradication of outside mining operations, the Dragonheir Moguls sometimes turn these wicked warriors against themselves, fighting a desperate game of spy vs. spy until one eventually succumbs to the deadly blades of the other.

Freelancer: Although the corporations and factions listed here often employ assassins of their own design, most are freelancers offering their services to the highest bidder, caring little about which king, CEO, or faction leader is offering them credits.

Helix (Corporation): The deoxyan gene-trading goliath, Helix, doesn't deal in murder. However, that doesn't mean that the occasional assassin doesn't find their way into the company's list of bankrolled "freelancers." Helix usually hires assassins not to murder, but to kidnap those they've identified as having high-quality gene stock who have expressed no interest in cooperating with the company's aims and leave no witnesses. Assassins take such individuals in the dead of night, quietly paralyzing them and dragging them off into Helix's gene resorts, never to be seen again.

Sanguinary Stewards (Faction): Sworn to protect the coffins of ancient vampire lords slumbering in hidden sanctuaries across the Xa-Osoro System, the Sanguinary Stewards consist of dhampirs who trace their bloodlines back to these ancient vampiric progenitors. Secretive they may be, the Sanguinary Stewards often train dhampir assassins to deal with any who accidentally learn too much about their order and its ways. Those few scholars who know of the order's existence and haven't been assassinated yet suspect that central to the ways of the Sanguinary Stewards is an ancient secret of Xa-Osoro's past that was lost to the Regicide, a secret that the dhampirs are willing to die to protect.

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