

Guild of Assassins

Guild of Assassins (Guild)

Background:

The 2nd Oldest profession in history. The assassin. A hired killer. They never assassinate for anything but profit. They have no moral compunction toward letting someone live. These folks are slow and methodical and do not like to be rushed. They each have their own way of killing. This makes telling an assassin from normal people very difficult.

Their guild has a code to never betray a contract, to do so is death. For this reason few ever go back on carrying out a contract once accepted.

Membership Requirements

Personality Profile: You must have a 2 or less in Morality (Value Life).

Religion: Varies but none of the gods of the Church of Light condone such activity. Although in political circles, such things are not unheard of.

To Join you must have someone from the guild sponsor you and you must make your first kill under the supervision of a different member to prove yourself.

Assassin Requirements & Benefits

Path Rank	Requirements	Benefit
1	See Above	Killing Blow 1/d, <i>Poison Immunity</i>
2	6 successful assassinations	Killing Blow 2/d, <i>Poison Use</i>
3	12 successful assassinations	Killing Blow 3/d, <i>Hide in Plain Sight</i>
4	24 successful assassinations	Killing Blow 4/d, <i>Assassin's Nerve</i>

After your 1st kill you are an initiate member of the Assassin's Guild. You are still under the responsibility of your sponsor until you have 6 successful assassinations.

Killing Blow: The Assassin can attempt to make an attack as a standard action. This ability may only be done when the target meets the following rules. He must be vulnerable and you must be able to reach and see a vital spot to hit. You roll an attack roll. This provokes from all opponents except the target. If his attack is successful his hit is considered a critical hit. If the defender survives he must make an Athletics (Brawn) SC 10 + 3 times the rank of the assassin path rank that you are. You can increase this resist. You can spend 5 CP and increase it 1. There is no maximum.

Poison Use: You can use poisons safely. You know the basic pharmacology of poisons and know the basic effects of 2 poisons per rank. You know if they have an antidote, their onset time and symptoms.

Hide in Plain Sight: You gain a bonus to your Sneak = to 3x your rank in Assassin.

Assassin's Nerve: You can carry out your killing blow and it does not provoke an Enemy Action.