Assassin



The assassin is an adventurer who operates preferably from the shadows. During his training he has mastered the use of his assassin's attack weapons. He is also capable of constructing a trap, once per adventure.

Attack:
3 (4) White dice

Defense:
1 White dice

Move:
2 d6

Sneak:
2 turns move with 1d6



Bodt: 6 points
Intelligence: 3 points

To be able to operate from the shadows, the assassin can switch to "sneak move". He has to move with only 1 dice. He will be invisible for monsters and they can't attack him. If he attacks a monster while sneaking he rolls 1 WO extra. By preforming an action he will make himself visible again.

The assassin is light footed and agile and he may therefore pass monsters and heroes without needing to ask for permission. He will pass all agility tests be rolling white shields instead of black shields.

The assassin has done so much killing he is conscience-stricken when he relaxes (in the city). Clearing his conscience is only possible if he visits the church to offer 10% of his gold, he has no choice in this. As quid pro quo he gains a fate point If he fails to visit the church for any reason, Morcar will receive a fate point for the next adventure.



The assassin has been trained thoroughly in acrobatics, agility and juggling. The result of all this practice is a phenomenal body control, he may roll white shields on all agility tests instead of black shields.

Locks have little secrets for trained assassins and every lock can be picked by passing an increased agility test.



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