

Modified Assassin Class for Swords & Wizardry

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Intended to work with these house rules: <http://www.necropraxis.com/2013/11/30/finchbox-rules/>

- Hit die and weapon damage: d8
- Starting saving throw: 15
- Armor training: medium
- Attack bonus: medium
- XP progression as fighter

Special abilities & restrictions:

- Backstab: +4 to attack from surprise, +HD damage (5th: +2HD, 9th: +3HD)
- Poison recipes, one per level (odd: random, even: pick)
- Ambusher: a party with an assassin is more likely to surprise enemies (usually, 4 in 6)
- Skills: disguise, poison-craft, stealth (as thief of same level)
- Optional: vow of guild loyalty and guild connections

Poison-Craft

A flask of poison may be concocted as a downtime action for 100 SP. Applying poison to a weapon requires an exploration turn, and a poison-craft check to see if the poison is used up. Each time the assassin hits with a poisoned weapon, another poison-craft check should be made to see if the poison application has worn off. In any case, a poison application will not last longer than a single excursion. Poison may also be extracted from a poisonous slain creature with a successful poison-craft check (this requires a downtime action, but doesn't involve any expense).

Poisons:

1. *Affliction*: +1d6 damage
2. *Anticoagulant*: if further wounded, takes 1d6 bleed damage per round (save ends)
3. *Blindness*: target is struck blind (new save allowed 1/day)
4. *Debilitation*: -2 physical penalty, +1 damage from any attacks
5. *Delirium*: unable to focus, hallucinations, actions have random targets
6. *Doom*: death after one exploration turn
7. *Mage-bane*: unable to cast spells (new save allowed 1/day)
8. *Paralysis*: unable to move (new save allowed 1/exploration turn)
9. *Sleep*: slumber for 8 hours (new save allowed if damaged)
10. *Suggestion*: groggy, will obey general commands (charisma check needed)

All poisons allow a save to avoid the effect, and generally work only on living creatures approximately human-sized or less. Effects on other creatures are by referee ruling.