

# *Guardians of Utaemia*

## *Assassin Abilities*

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# Adventurer Abilities and Spells:

You will begin your character with Modification Points (M.P.). These points are used to purchase certain abilities, miscellaneous modifications, combat adjustments, experience point modifiers, spells and more.

When you create your character (your Seeker) you will be level zero. While you are a Seeker (from 0 to 5th level), you may ONLY choose Seeker Abilities. Upon advancing to level #6, you will no longer be considered "Seeker", but an adventurer. It will then be up to you to decide what you will be based on what abilities and spells you learn.

Notes and things you should be aware of:

Abilities and Spells do not stack (or add together) unless otherwise specifically stated.

# Assassin

Born hunters and predators, the Assassin is always on the lookout for prey, especially if they can take down their quarry without being known to them.

## Prerequisites:

1. Seeker Abilities: "Ambidextrous"
2. Trade-Skill: "Hunter"
3. Trade-Skill: "Venomist"

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## Assassin's Move

Gives the Assassin the feeling that it is the right moment to strike.

Modification point cost: 10

**Ability-points to invoke:** Passive ability.

**Area of Effect:** Any creature within site of the assassin's target.

**Avoidance-roll:** None.

**Damage:** The assassin will also gain a +1 damage per 3 levels advanced if this ability works.

**Duration:** Instant.

**Effect time:** Assassin only.

**Explanation:** Gives the Assassin a 1% chance per 2 levels advanced to know when the right time to strike is.

Usable only once per assassination or surprise attempt.

**Hand movement:** None.

**Healing:** Not applicable.

**Immunities:** Not applicable.

**Invoke time:** Not applicable.

**Maximum adjustment:** 50%

**Notes:** This ability is merely designed to let the Assassin know when it is the best time to attack. This inner sense will give the assassin the feeling when the best time to converge on his or her target without others getting in the way, or less likely to get in the way.

If successful, all other creatures awareness within site of the assassin's target will be cut in half. The target will have only half the chance, if any chance is given, of becoming aware of the assassin's attack.

**Range:** Assassin only.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** Not applicable.

**Value:** Scroll: 5,000 white-gold

## Assassination Damage

On a successful surprise attack, added damage will be inflicted per successful strike.

Modification point cost: 20

**Ability-points to invoke:** 10

**Area of Effect:** Assassin's target.

**Avoidance-roll:** None.

**Damage:** See: "Explanation"

**Duration:** This ability will last for the duration of the surprise attack.

**Effect time:** Instant.

**Explanation:** On a surprise attack, an assassin will gain +1-D6 damage per level advanced, per successful strike, against his or her victim.

**Hand movement:** Not applicable.

**Healing:** Not applicable.

**Immunities:** None. If a creature does not know of your presence, this ability will work. If a creature knows of your presence, it will not work . . . thus your attacks will be normal (as if you were normally fighting).

**Invoke time:** Not applicable.

**Maximum adjustment:** None.

**Notes:** None.

**Range:** As the range of weapons used.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** None.

**Value:** Scroll: 25,000 white-gold

## Resist Assassination

This ability will reduce the damage you take from surprise attacks.

Modification point cost: 25

**Ability-points to invoke:** Passive ability that will drain ability points instead of taking damage. See: "Explanation".

**Area of Effect:** Self only.

**Avoidance-roll:** Simply win an initiative roll against your attacker(s) for each and every attack against you. If a surprise attack is attempted against you, and your would be attacker strikes you three times, you must win an initiative once for each strike in order to lessen damages taken by those attacks.

**Duration:** The full duration of the assassination or surprise attack.

**Effect time:** Instant (for each strike).

**Explanation:** When surprise attacked, you will possibly sustain less damage for each successful hit against you. Ability points will be matched, point for point, with the damage taken during a surprise attack. For every ability point expended, -1 damage will be negated from each strike, but only up to 10 points can be turned away per strike.

**Example:** For every point of damage negated from a surprise attack, you will use that many ability points also. If 9 points have been negated from a strike, 9 ability points will be expended to withstand the damage. If you have only 5 ability points remaining, you will be able to withstand 5 points of damage.

**Hand movement:** Not applicable.

**Healing:** None.

**Immunities:** None.

**Invoke time:** Instant.

**Maximum adjustment:** 10 damage per successful strike.

**Notes:** None.

**Range:** Assassin only.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** None.

**Value:** Scroll: 25,000 white-gold

## Resist Stalker

Creates a warning sense that another is stalking you.

Modification point cost: 12

**Ability-points to invoke:** 6

**Area of Effect:** Self only.

**Avoidance-roll:** Once the 6 ability points are used to invoke this ability, the assassin must roll a successful "Awareness" check. Awareness = %chance: Roll the % number, or below, to succeed.

**Damage:** None.

**Duration:** Instant.

**Effect time:** Instant.

**Explanation:** This ability will create a warning sense within the assassin that another is currently stalking him or her. This feeling will be felt in the form of a strong apprehension and growing uneasiness, which will give no specifics; only that he or she is being stalked, followed, watched, etc.

**Hand movement:** None.

**Healing:** None.

**Immunities:** None.

**Invoke time:** Passive ability. If another is stalking the assassin directly, there will be the % roll check to see if the Resist Stalker ability will warn of impending confrontation.

**Maximum adjustment:** Awareness of The Hydra: 50% chance to detect another stalking you.

**Notes:** The GM may wish to adjust the % chance according to the personal situation of the Assassin. There may be penalties for a wounded Assassin to know he or she is being stalked if distracted, wounded, asleep, infatuated with something, etc. The % chance will never exceed the maximum as a rule (according to the current level of the Resist Stalker ability).

**Range:** 2 spaces (10') x the current Awareness of the Assassin.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** None.

**Value:** Scroll: 30,000 white-gold

## Stalk Prey

Gives the Assassin bonus damages during a successful surprise attack.

Modification point cost: 25

Prerequisites: Adventurer ability: "Assassination Damage".

Ability-points to invoke: 12

Area of Effect: Assassin only.

Avoidance-roll: None.

Damage: +1-D6 damage per 2 levels advanced.

Duration: Instant.

Effect time: Instant.

**Explanation:** This ability will give the assassin bonus damages during a successful surprise attack. Bonus damage will be added with each and every successful strike upon a target during a surprise attack.

Note: You MUST have "Assassination Damage" to get the bonus damages. "Assassination Damage" is the prerequisite to this ability (and both bonus damages are added together when successfully striking a target during a surprise attack).

Hand movement: Not applicable.

Healing: None.

immunities: If a creature cannot be surprised, then this ability will logically not be successful against it.

Invoke time: Instant.

Maximum adjustment: None.

Notes: None.

Range: Touch.

Resting time: Not applicable.

Special: None.

Susceptibilities: None.

Value: Scroll: 50,000 white-gold

## Truesight Neutrality

This fearsome ability will enable the assassin to do his or her work of death before others who will behold it and not care.

Modification Point cost: 100

Ability-points to invoke: 50

Area of Effect: Assassin only.

Avoidance-roll: A successful "Awareness" check. Awareness = %chance: Roll the % number, or below, to succeed. If this avoidance-roll is successful one can react to this terrifying ability.

Damage: None.

Duration: 1 turn (5 seconds) + 1 turn per 10 levels advanced.

Effect time: Instant.

Explanation: This fearsome ability will give the assassin a 5% chance +1 per 2 levels advanced, to empower the assassin to do his or her work of death before others who will behold it and not care.

For the "Duration" of this ability, others within site will think nothing is out of the ordinary, so powerful and fluent is the technique behind this work of death.

Hand movement: None.

Healing: None.

Immunities: Any with a Truesight ability or spell or power currently in effect to allow them to see things as they are will see through this terrifying ability and be able to react.

Invoke time: Instant.

Maximum adjustment: 55%

Notes: None.

Range: Assassin's target only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 100,000 white-gold