

Assassin

Combat Role: Striker

Power Source: Elemental

Key Ability: Dexterity

Armor Proficiency: Cloth, leather, hide armor.

Weapon Proficiency: Simple, hunting weapons.

Defense Bonus: +2 Reflex

Base Hit Points: 12 + Constitution score

Bonus Hit Points: +5 per level gained

Class Features:

death attack, finishing blow, poison wind, wind walk,

Level 1:

DEATH ATTACK

You gain the **death attack** power.

Death Attack

[Death]

Free action * Encounter

Personal

Trigger: Your attack reduces an enemy to 10 hit points or fewer.

Level 11: 20 hit points or fewer.

Level 21: 30 hit points or fewer.

Effect: The triggering attack instead reduces the enemy to 0 hit points.

FINISHING BLOW

You gain the **finishing blow** power.

Finishing Blow

[Weapon]

Standard action * At-will

Melee 1

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 1[W] + Dexterity modifier damage. If the target is prone, maximize the results of the damage roll.

Level 21: 2[W] + Dexterity modifier damage.

POISON WIND

You gain the **poison wind** power.

Poison Wind

[Weapon, Poison]

Standard action * At-will

Ranged 5

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 1[W] + Dexterity modifier poison damage.

Level 21: 2[W] + Dexterity modifier poison damage.

Special: You can use this power instead of a ranged basic attack.

WIND WALK

You gain the **wind walk** power.

Wind Walk

[Flight]

Move action * At-will

Personal

Requirement: You must be wearing light armor or no armor.

Effect: Fly 5 squares.