

Female Assassin



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

Attack:

3 (4) White dice

Defense:

1 White dice

Move:

2d6

Sneak:

2 turns move with 1d6

Body: 6 points

Intelligence: 3 points



To be able to operate from the shadows, the assassin can switch to "sneak move". She has to move with only 1 dice. She will be invisible for monsters and they can't attack her. If she attacks a monster while sneaking she rolls 1W1D extra. By performing an action she will make herself visible again.

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

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



The female assassin has been trained thoroughly in acrobatics, agility and juggling. The result of all this practice is a phenomenal body control, she may roll white shield 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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