

## Thrassian Assassin

**Prime Req.:** STR

**Required:** DEX 9, CON 9

**Hit Dice:** d8

**Max Level:** 13

The Thrassian Assassin has been trained to kill with his bare hands – or rather, claws. He may wear armor up to **chain mail**, but carry no weapons except **whip, net, cosh**, or **bola**. His **base AC** begins at **6**, increasing to **7** at level 7 and **8** at level 13. He has a

**claw/claw/bite** attack that does **1d4/1d4/1d10** damage; one point of each attack is **magical damage**. His thrassian appearance gives him a **+3** charisma bonus towards other thrassians, but **-3** towards everyone else. His vision is excellent, with **90' infravision**. He can **swim** at a

rate of 120', and **hold his breath** for up to 1 turn. Finally, he can tumble behind an opponent as with **Acrobatics** on 20+ at level 1, reducing by 1 each level. He saves/progresses as a fighter.

Lvl	XP	Title
1	0	Lyncher
2	2250	Killer
3	4500	Slayer
4	9000	Cut-Throat
5	18000	Murderer
6	36000	Butcher
7	70000	Terrorist
8	140000	Eliminator
9	280000	Executioner
10	560000	Slaughterer
11	1120000	Assassin
12	2240000	Mankiller
13	4480000	Death-Bringer

### Class proficiency list:

Alertness, Ambushing, Armor Training, Berserker-gang, Blind Fighting, Climbing, Combat Reflexes, Combat Trickery (disarm, force back, incapacitate, knock down, overrun, sunder), Command, Dungeon Bashing, Endurance, Gambling, Goblin-Slaying, Intimidation, Kin-Slaying, Manual of Arms, Martial Training, Running, Skirmishing, Survival, Swashbuckling, Wakefulness, Weapon Finesse, Weapon Focus

HD 2 (1000) d8

Fighter 0 (0) narrow armor, restricted weapons, +6 powers

Thrassian 3 (1250)

fighter 1

fangs/claws 5

scaly hide 4

inhumanity -3/+3

infravision 90'

swimming 120'/1 turn

+1 fangs/claws: (1d4-1,1d4-1,1d10-1)

+1 scaly hide: (AC 5, 60)

1 Acrobatics

1 Blade dancing (+1 AC, +2@7)

1 Heroic Spirit

1 Honed Teeth and Claws (+1 magical damage)

total: 2250

max level: 13

saves/progresses as fighter