

## ASSASSIN OF THE BLINDED EYE

Abandoning many of the subtleties of more traditional rogues, an assassin of the blinded eye is interested in one thing, and one thing only...their ability to kill and maim.

Despite this rather narrow focus, the assassin of the blinded eye has a great deal of knowledge at their fingertips when it comes to their area of expertise. Over the years, they have developed a large body of knowledge that enables them to target individuals and creatures that most assassins would shun as futile.

The secrets learned by the members of the guild are guarded to the death, and should an individual assassin ever give them out to a non-member his death is swift and certain. The individual who was given the knowledge is generally killed as well, though there have been times when he was instead initiated formally into the order.

Most assassins are identified, when seen, by the odd garments they wear that shroud their entire bodies in cloth. This generally includes an almost transparent wrap that goes thrice around the neck and mouth, once up the left side of the face, and then twice around the forehead. This odd practice leaves only the right eye free of concealment, save for when an assassin kills, at which time the wrap is lowered to reveal a hazy red orb the color of diluted blood in place of the left eye.

**Hit Die:** d8.

### REQUIREMENTS:

**Skills:** Craft (alchemy) 3 ranks, Heal 6 ranks, Knowledge (arcana, dungeoneering, nature, religion, or the planes) 6 ranks, Knowledge (any other two from the previous list) 3 ranks, Spot 6 ranks.

**Feats:** Arterial Strike, Hamstring. (Substitute Blind-Fight and Weapon Finesse if not using Song and Silence).

**Special:** 4d6 sneak attack

**Special:** An assassin of the blinded eye must undergo a procedure in which their left eye is slit open at one corner, drained of fluid and then filled with a special alchemical fluid (DC 25, 2000 gold) that enhances the assassin's perception of a creature's weak points. This procedure is always done while the initiate assassin is awake and requires that they make a fortitude save of DC 15 to avoid a reflexive movement of the eye that would result in blindness. The potential assassin is generally expected to make the alchemical fluid personally and is given full access to the labs of the guild if they meet the other prerequisites for the class.

### Class Skills

The assassin of the blinded eye's class skills (and key ability for each skill) are Alchemy (Int), Balance (Dex), Climb (Str), Craft (Int), Heal (Wis), Hide (Dex), Intimidate (Cha), Knowledge (arcana, dungeoneering, nature, religion, the planes) (Int), Move Silently (Dex), Profession (Wis), Spot (Wis), Search (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level:** 2 + Int modifier.

**Table: The Assassin of the Blinded Eye**

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special  |
|-------|-------------------|-----------|----------|-----------|--|
| 1st   | +0                | +0        | +2       | +0        | Sneak attack +1d6, Alchemical Eye                |
| 2nd   | +1                | +0        | +3       | +0        | Improved Sneak Attack                            |
| 3rd   | +2                | +1        | +3       | +1        | Sneak attack +2d6, To the Blood                  |
| 4th   | +3                | +1        | +4       | +1        | Improved Sneak Attack                            |
| 5th   | +3                | +1        | +4       | +1        | Sneak attack +3d6, Ranged Sneak Attacks [45]     |
| 6th   | +4                | +2        | +5       | +2        | Improved Sneak Attack                            |
| 7th   | +5                | +2        | +5       | +2        | Sneak attack +4d6                                |
| 8th   | +6/+1             | +2        | +6       | +2        | Improved Sneak Attack                            |
| 9th   | +6/+1             | +3        | +6       | +3        | Sneak attack +5d6, Improved Critical Attack      |
| 10th  | +7/+2             | +3        | +7       | +3        | Ranged Sneak Attacks [60], Improved Sneak Attack |

### Class Features

All of the following are the class features of the spellbinder artisan prestige class.

**Weapon and Armor Proficiency:** Assassins of the blinded eye gain no proficiency with any armor or shield. An assassin of the blinded eye is proficient with all light and one handed martial weapons.

Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble, and double the normal armor check penalty applies to Swim checks.

### Sneak Attack

#### (Ex):

If an assassin of the blinded eye can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. Basically, any time the assassin's target would be denied his Dexterity bonus to AC (whether he actually has a Dexterity bonus or not), or when the assassin flanks the target, the assassin's attack deals extra damage. The extra damage is +1d6 at 1st level and an additional 1d6 every two levels thereafter. Should the assassin score a critical hit with a sneak attack, this extra damage is not multiplied. (See Table 8-8: Attack Roll Modifiers, page 132, for combat situations in which the assassin flanks an opponent or the opponent loses his Dexterity bonus to AC.)

**Alchemical Eye (Su):** At first level, the assassin of the blinded eye undergoes the procedure described in the prerequisites for the class. This procedure grants the assassin a +2 spot bonus when dealing with creatures of any kind and imposes a -2 penalty when dealing with objects, terrain, and anything

else that doesn't have some form of life (or unlife). If the assassin is ever healed of this half-state of blindness, he loses the bonuses listed above as well as his ranged sneak attacks and improved critical attacks. The procedure can be repeated if this occurs, however, and can even be done without aid with a Dexterity check of 20.

**Improved Sneak Attack (Su):** At second level, and every second level after that, the assassin of the blinded eye gains the ability to sneak attack a creature that is normally immune to her abilities. This is done through intense training and study in some cases, granting a preternatural awareness of unusual or nearly absent anatomy, and in others quasi-mystical abilities stemming from the arcane studies of the assassin. In order to utilize improved sneak attack, an assassin must give up 2d6 points of sneak attack damage. They then pick one choice available to themselves based on class level and Intelligence modifier (the highest-numbered choice possible, or any lower one.)

### Improved Sneak Attack Chart

Add your class level and intelligence modifier and choose an ability from the list, all of these abilities apply only to the Improved Sneak Attack ability. They do not grant special abilities beyond allowing an assassin of the blinded eye to perform a





sneak attack when he otherwise couldn't unless the assassin of the blinded eye also has the Improved Critical Attack special ability, in which case they also allow critical attacks.

| Improved Sneak Attack |   |
|-----------------------|---|
| Level + Int Modifier  | Improved Sneak Attack Effect            |
| 2 or lower            | Bypass Fortification <sup>(1)</sup>     |
| 3 - 4                 | Focus Beyond Concealment <sup>(2)</sup> |
| 5                     | Oozes <sup>(3)</sup>                    |
| 6                     | Plants <sup>(4)</sup>                   |
| 7                     | Elementals <sup>(5)</sup>               |
| 8                     | Constructs <sup>(6)</sup>               |
| 9                     | Undead <sup>(7)</sup>                   |
| 10                    | Incorporeal <sup>(7)</sup>              |

<sup>(1)</sup>: This ability may be taken more than once. Each time it is taken, the amount of fortification that the assassin may ignore increases by one step; light (25%), moderate (75%), and finally heavy (100%).

<sup>(2)</sup>: This ability may be taken more than once. The first time it is taken, the assassin negates the effects of partial concealment (up to 20%) upon his ability to perform a sneak attack. The second time this ability is taken, it negates the effects of full concealment (up to 50%). This ability does function on magical forms of concealment such as blur or a cloak of displacement.

<sup>(3)</sup>: Must have at least 5 ranks of knowledge (dungeoneering).

<sup>(4)</sup>: Must have at least 5 ranks of knowledge (nature).

<sup>(5)</sup>: Must have at least 5 ranks of knowledge (the planes).

<sup>(6)</sup>: Must have at least 5 ranks of knowledge (arcana).

<sup>(7)</sup>: Must have at least 5 ranks of knowledge (religion).

**To the Blood:** An assassin of the blinded eye gives up the ability to deal subdual damage with a sneak attack at third level. Their preternatural awareness of the vulnerabilities inherent in any creature or object begins permeating their subconscious and they find it difficult to pull a strike at just the right moment as is necessary to avoid serious damage to their opponent. Upon gaining Improved Critical Attack, To the Blood applies to all attacks that an assassin of the blinded eye makes against creatures which they can normally sneak attack. This essentially results in an automatic -4 penalty to any attack that deals only subdual damage initially (on saps and unarmed strikes unless the assassin has the Improved Unarmed Strike feat), and later prevents an assassin of the blinded eye from taking a -4 penalty to deal subdual damage with regular weapons.

**Ranged Sneak Attack (Ex):** An assassin of the blinded eye gains the ability to sneak attack opponents at a greater distance than usual due to their

extensive training, wide knowledge of critical spots, and the alchemical treatment of their eye. At fifth level, the range at which an assassin may sneak attack increases to 45 feet and at 10th level, this increases once more to 60 feet. For every additional 10 feet beyond 30 that an assassin of the blinded eye makes a sneak attack, however, they must give up 1d6 points of sneak attack damage.

**Improved Critical Attack (Su):** Upon nearing the completion of their studies, the assassin of the blinded eye's knowledge of the weaknesses inherent in any given object or creature becomes subconscious, and is applied to every blow they make. The assassin may now get critical attacks against those creatures against which they can make improved sneak attacks.