

# Assassini

## Un supplemento di Basic Fantasy RPG

### Release 5

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Sito web Basic Fantasy: [basicfantasy.org](http://basicfantasy.org)

### INTRODUZIONE

Questo supplemento fornisce informazioni per giocare gli Assassini, una classe di personaggi aggiuntiva, secondo il sistema di regole di Basic Fantasy Role-Playing Game. Se non si dispone già di una copia delle regole di Basic Fantasy RPG, visita il sito Web e scaricane una copia.

### NUOVA CLASSE PERSONAGGIO

Livello	Punti Esperienza	Dado Vita
1	0	1d4
2	1,375	2d4
3	2,750	3d4
4	5,500	4d4
5	11,000	5d4
6	22,000	6d4
7	44,000	7d4
8	82,500	8d4
9	165,000	9d4
10	247,500	9d4+2
11	330,000	9d4+4
12	412,500	9d4+6
13	495,000	9d4+8
14	577,500	9d4+10
15	660,000	9d4+12
16	742,500	9d4+14
17	825,000	9d4+16
18	907,500	9d4+18
19	990,000	9d4+20
20	1,072,500	9d4+22

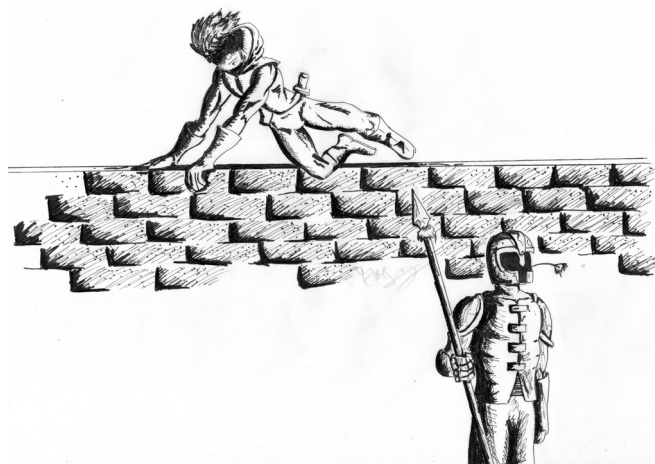
### Assassino

Esistono uomini e donne che si guadagnano da vivere portando la morte dall'ombra. Questi individui sono noti come Assassini. Molti di loro sono addestrati da gilde o società segrete; organizzazioni che solitamente vengono proibite o eliminate nelle società civili. Il Requisito primario di un Assassino la Destrezza; tutti gli Assassini devono avere un punteggio minimo di 9 in Destrezza, e Intelligenza. Solo gli umani possono diventare assassini.

Come indicato nella tabella, gli assassini condividono molte abilità con i Ladri, così come descritte nelle Regole Base e possiedono inoltre le seguenti abilità speciali:

**Utilizzare veleni:** Gli Assassini sono in grado di produrre letali veleni. Creare un veleno comporta una spesa notevole; non di rado una singola dose di veleno da contatto può costare anche più di 500 monete d'oro. L'AdG dovrebbe assicurarsi che l'uso del veleno non divenga una soluzione troppo semplice a cui ricorrere.

**Assassinare:** Rappresenta la principale Abilità Speciale di un Assassino. Ogni volta che l'Assassino si trova alle spalle di un avversario ignaro della sua presenza durante un combattimento in mischia, può tentare di assassinarlo. L'attacco deve essere portato con un'arma da punta a una mano, come una spada corta o un pugnale. Il Tiro per Colpire viene effettuato con un bonus di +4 e, se l'attacco colpisce, la vittima dovrà effettuare con successo un Tiro Salvezza contro Raggio della Morte o morirà sul colpo. Se il Tiro Salvezza ha successo, la vittima subirà comunque il normale danno dell'arma. A discrezione dell'AdG, i personaggi che hanno due o più livelli sotto quello dell'Assassino non potranno effettuare il tiro.



**Agguato:** Un Assassino può tentare di neutralizzare un avversario con un singolo colpo. Quest'abilità funziona come per Assassinare, ma l'Assassino deve utilizzare un arma che faccia danno da stordimento (ad esempio un randello o un manganello). Il Tiro per Colpire viene effettuato con un bonus di +4 e, se l'attacco colpisce, la vittima dovrà effettuare con successo un Tiro Salvezza contro Raggio della Morte o cadrà a terra priva di sensi.

Se il Tiro Salvezza ha successo, la vittima subirà comunque il normale danno dell'arma. Le creature rese incoscienti da un agguato rimarranno prive di sensi per 2d8 turni a meno che non vengano sveglate.

Nota che i cacciatori di taglie sono spesso Assassini, che usano l'abilità Agguato nel corso delle loro (più o meno) attività legali.

### Abilità degli assassini

Livello	Scassinare Serrature	Svuotare Tasche	Muoversi Silenziosamente	Scalare Pareti	Nascondersi	Sentire Rumori	Utilizzare Veleni
1	15	20	20	70	5	25	25
2	19	25	25	72	10	29	30
3	23	30	30	74	15	33	35
4	27	35	35	76	20	37	40
5	31	40	40	78	25	41	45
6	35	45	45	80	30	45	50
7	39	50	50	82	35	49	55
8	43	55	55	84	40	53	60
9	47	60	60	86	45	57	65
10	50	63	63	87	48	60	69
11	53	66	66	88	51	63	73
12	56	69	69	89	54	66	77
13	59	72	72	90	57	69	81
14	62	75	75	91	60	72	85
15	65	78	78	92	63	75	89
16	66	79	80	93	64	77	91
17	67	80	82	94	65	79	93
18	68	81	84	95	66	81	95
19	69	82	86	96	67	83	97
20	70	83	88	97	68	85	99

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