Black Iron Company Assassin (Black Iron Assassin)

The Black Iron Company is a guild of highly trained assassin warriors whose main goals are the accumulation of wealth, power and secrecy.

Perhaps the best known mark of the Black Iron Company was Randal Resstin, the founder of the mighty Republic of Xar Zanth in 323 CM. The Black Iron Company has been in existence for longer than anyone can remember, the very name strikes fear into the hearts of all but the most brazen. Guild houses operate in the dark shadows of most major cities, and it is said that the Black Iron Company has eyes and ears in every corner of Tharstelding.

The most obvious members come from the ranks of Rouges, however Fighters and other martial classes sometimes fill the ranks. Most spell casters make poor additions to the Black Iron Company.

Hit Die: d8

Requirements: Alignment: any non-Good, Stealth 5 ranks, Base Attack +5 *or* Sneak Attack 3d6, must have an affiliation score with the Black Iron Company high enough for prestige class availability.

Class Skills: Skill Points at Each Level: Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Jump (Str), Linguistics (Int), Perception (Wis), Sense Motive (Wis), Sleight of Hand (Dex)

4 + Int Modifier.

Black Iron Company Assassin

Level	Base Attack	Fort	Ref	Will	Special
1	**+1**	**+2**	**+2**	**+0**	**Sneak Attack +1d6, death attack, poison use**
2	**+2**	**+3**	**+3**	**+0**	
3	**+3**	**+3**	**+3**	**+1**	**Sneak Attack +2d6**
4	**+4**	**+4**	**+4**	**+1**	**Fast Movement**
5	**+5**	**+4**	**+4**	**+1**	**Sneak Attack +3d6**
6	**+6**	**+5**	**+5**	**+2**	**Improved death attack**
7	**+7**	**+5**	**+5**	**+2**	**Sneak Attack +4d6**
8	**+8**	**+6**	**+6**	**+2**	**Fast Movement**
9	**+9**	**+6**	**+6**	**+3**	**Sneak Attack +5d6**
10	**+10**	**+7**	**+7**	**+3**	**Master Assassin**

Features
All the following are class features for the Black Iron Company Assassin.

Weapon and Armor Proficiency: Black Iron Company Assassins gain weapon proficiency in the crossbow (hand, light and heavy), dagger (any type), dart, short bow (normal and composite), short sword and shuriken.

Sneak Attack (Ex): This is exactly like the rouge ability of the same name. The extra damage dealt increases by +1d6 every other level (1st, 3rd, 5th etc.). If the Black Iron Company Assassin gets a sneak attack bonus from another source (such as rouge levels), the bonuses on damage stack.

Death Attack (Ex): If the Black Iron Company Assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (Black Iron Assassin's choice). While studying the victim, the Black Iron Assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the Black Iron Assassin or recognize the Black Iron Assassin as an enemy. If the victim of such an attack fails a Fortitude save (DC 10 + the Black Iron Assassin's class level + the Black Iron Assassin's Int modifier) against the kill effect, they die. If the saving throw fails against the paralysis effect, the victim's mind and body become enervated, rendering them helpless and unable to act for 1d6 rounds plus 1 round per Black Iron Assassin level. If the victims saving throw succeeds, the attack is just a normal sneak attack. Once the Black Iron Assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds. If a death attack is attempted and fails (the victim makes their save) or the Black Iron Assassin doe not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Poison Use (Ex): Black Iron Company Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a weapon.

Fast Movement (Ex): Upon reaching 4th level the Black Iron Assassin's base land speed increases by 10 feet, this again increases another 10 feet at 8th level. This benefit applies only when he is wearing no armor or light armor and not carrying a heavy load. If the Black Iron Assassin is carrying a medium load their base land speed drops by 10 feet.

Improved Death Attack (Ex): At 6th level the Black Iron Assassin can perform a death attack with any ranged or thrown weapon they are proficient with as long as they can apply sneak attack damage and otherwise follow the rules for performing a death attack. In addition the Black Iron Assassin gains a +5 competence bonus on hide checks made in the same round a ranged death attack is performed.

Master Assassin (Ex): At 10th level the Black Iron Assassin has perfected the art of killing. Upon performing a successful death attack the Black Iron Assassin may immediately move up to his base land speed as a swift action. Moving in this manner does not provoke attacks of opportunity. If the Black Iron Assassin's attack is unsuccessful due to the target succeeding on their fortitude save the target is shaken for 1 round per 10 points of damage inflicted.