



Assassin Techniques

The Integration
Cold Tech Tree



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ROLEPLAYING GAME COMPATIBLE

Assassin Techniques - The Integraton Cold Tech Tree Interjection Games

New Cold Technique Category

Integration - No matter how noble his reasons, an assassin's craft ends with a dead man, and whoever walks away from the encounter leaves behind a part of himself that he can never truly reclaim. Assassins specializing in integration mitigate the cumulative effects of the soulless grind of contract killing and have a strong affinity for mingling with the common man.

Integration Techniques

Civilian Contacts (Ex)

Category: Integration

Choose one of the contact types listed below. Choose a settlement with a minimum population of Small Town; if your Game Master doesn't have a specific non-player character in mind that fits the contact type chosen, name the individual. You are friends (or at least warm acquaintances) with this non-player character and can use him as a source of information. In addition, you gain the benefits listed for that type of contact.

For every four integration techniques you know, you gain an additional civilian contact.

Alchemist - While in the city containing your contact's laboratory, you get a 20% discount on all alchemical goods with a market value of 50 gp or less. This includes ammunition for firearms. In addition, you may spend 25 gp to rent your contact's lab for 1 day, granting you an additional poison point if you have the toxin mixology ability.

Aristocrat - While in the city containing your contact's domicile, and so long as you remain on the right side of the law and don't publicly do anything... untoward, your contact will vouch for you and get you an invitation to all but the most exclusive of high-brow social events. You must be able to look the part, and if you do happen to do anything untoward (illegal or unfashionable) within the city limits and get caught doing it, your contact won't risk his own political capital on your behalf for one year. Suitable bribes or favors that generate political capital will get your contact to forgive you before one year elapses.

Arcane Spellcaster - While in the city containing your contact's domicile, you may have a single magic item identified for you (via the *identify* spell) at no charge each week. In addition, the contact's other spell services are offered at a 20% discount, excepting the cost of material components.

Beggar - While in the city containing your contact's domicile, you can have your contact discreetly keep tabs on an individual. You must know the individual's identity and one of the following: his place of residence, his place of work, or an establishment he frequents regularly. If you know some of the above locations, but not all of them, your contact will learn the rest of them for you within one week, so long as the target individual travels by mundane means. You also learn the general details of that individual's schedule and behavior while your contact shadows him.

Blacksmith - While in the city containing your contact's smithy, you get a 50% discount on repairs for metallic objects. In addition, you may rent your contact's forge at a cost of 5% of the market value of whatever you produce using it. Finally, your contact will lend you up to 100 gp worth of equipment that he has for sale at a time. If you lose something you borrowed, you need to pay for it in order to gain any further benefit from your contact.

Fence - While in the city containing your contact's totally-legitimate business, you may purchase a magic item with a market value of up to 50 x your character level gp at a 15% discount once weekly. The magic item is randomly determined. In addition, you have a safe outlet for the sale of stolen goods without running the risk of a sting operation.

Guardsmen - While within the city containing the watch employing your contact, you know everything local law enforcement knows about the criminal element. In addition, if attacked in a regularly-patrolled area, a patrol of the city guard comes to your aid within 2d4 rounds.

Innkeeper - You can lodge for free in the city containing your contact's inn, but will be expected to assist with any threats to the establishment while you stay there. This includes both room and board. In addition, your contact has contacts of her own and can get you an interview with prospective porters, mercenaries, and other workers within 24 hours.

Judge - While in the city employing your contact, any actions you perform that skirt the law through dubious loopholes will always be acquitted in court, so long as you don't do anything blatantly illegal. If you do, your contact will not help you for 1 year.

Priest - While in the city containing your contact's temple, you can have the *cure light wounds* spell cast on your behalf once per day at no charge. Starting at 7th level, this becomes the *cure moderate wounds* spell instead, while, at 13th level, this becomes the *cure serious wounds* spell instead. In addition, you can take sanctuary in your contact's temple to hide from the authorities, but only if the actions you performed to need sanctuary in the first place are not opposed with the tenets of the deity whose temple it is.

Stablemaster - While in the city containing your contact's stable, you can house one animal indefinitely for free. In addition, your contact will make training your animals a priority should the need arise.



Ethermagic Expanded - The Ethershaper Base Class Interjection Games

Contact Shuffle (Ex)

Category: Integration
Requires: Civilian contacts

Once every three months, you may choose to have one of your civilian contacts move to a new home within 100 miles of his old home. If you are able to assist the move, such as with gratuitous teleportation, your contact may be willing to move much, much further away. No civilian contact will move more than once over a two-year period unless circumstances, such as war or disaster, force it.



Cover Story (Sp)

Category: Integration

The best cover stories are both plausible and have large amounts of work put into them. Choose a 0th-level spell from the wizard spell list and a 0th-level spell from the cleric spell list. You can cast the chosen spells at will as a spell-like ability with a caster level equal to your assassin level and Intelligence as your key ability.

At 9th level, choose a 1st-level spell from the wizard spell list and a 1st-level spell from the cleric spell list. You can cast the chosen spells once per day as a spell-like ability with a caster level equal to your assassin level and Intelligence as your key ability. You must expend a technique point to cast one of these spells.

Whenever one of your spells learned with cover story has an ongoing effect, you gain a +4 bonus to Bluff checks and Disguise checks made to masquerade as a spellcaster whose spell list contains that spell.

Crazy Eyes (Ex)

Category: Integration
Pool Compatible: yes
Range: 60 feet
Target: creature in range
Presence Source: targeted creature
Presence Required: 1, 2, 3, or 4
Presence Change: -1
Execution Time: 1 swift action
Duration: instantaneous

You use the Intimidate skill to demoralize the subject. You gain a circumstance bonus to your Intimidate check to demoralize equal to half your assassin level, rounded down.

Deadened Nerves (Ex)

Category: Integration
Requires: Assassin 8

You are immune to fear.

Investigate Mark (Ex)

Category: Integration
Pool Compatible: yes
Execution Time: see text
Duration: 1 week, see text

Whenever you successfully use the Diplomacy skill to gather information about a sapient creature, you may choose to make that creature your mark. If you do, you gain 2 temporary technique points that may only be expended on techniques targeting your mark. At 9th level and 18th level, you gain an additional temporary technique point, for a total of 4 at 18th level. These temporary technique points persist for 1 week.

You may only have one mark at a time, and you lose your mark when one of the following occurs:

- You kill the mark.
- The full duration of the temporary technique points elapses.
- One hour elapses after you expend all of the temporary technique points granted by investigate mark.

Starting at 5th level, whenever you make a creature your mark, you may choose another creature that is closely associated with your new mark, such as his paymaster, his right-hand man, or his faithful hound. You gain 1 temporary technique point that may only be expended on techniques targeting that creature. These temporary technique points persist so long as you retain that mark.

Killer's Ritual (Su)

Category: Integration
Pool Compatible: yes
Range: personal
Target: you
Presence Change: -2
Execution Time: 1 standard action
Duration: 1 hour/level, or until discharged; see text
Requires: Assassin 4

Choose an alignment on either alignment axis other than the alignment you personally possess. You gain the benefits of the *protection of evil* spell, save that all instances of the Evil alignment are replaced with the alignment you chose. (If you choose Neutral, you are only protected from either Neutral with respect to your choice of the Good/Evil axis or the Law/Chaos axis, not both.) This effect ends immediately if you deal damage to a creature whose alignment matches your own on one or more alignment axes.

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Memento (Su)

Category: Integration

Requires: Investigate mark, assassin 6

Whenever a creature you had chosen as your mark dies, you may take a part of its body, such as a finger or an ear, as a memento. So long as you possess a memento of a former mark, it cannot be raised as an undead creature, and the caster of any spell or ability that would raise it from the dead must succeed on a DC 10 + your assassin level + your Intelligence modifier caster level check or lose the spell. If the spell used to raise the former mark is *wish* or *miracle*, then the caster level check is automatically successful if your assassin level is less than 17th. You are immediately aware of a successful attempt to raise a creature corresponding to one of your mementos from the dead.

You may possess up to 2 mementos at a time, increasing by +1 at 12th and 18th levels. Should you wish to take another memento while already at your limit, you must first choose to discard an existing memento. Discarded mementos lose all of their abilities permanently.

Paladin Proofing (Su)

Category: Integration

Your alignment is permanently concealed, as the *undetactable alignment* spell.

Starting at 6th level, you may select an alignment. If you do, all forms of divination detect your selected alignment rather than your native alignment. You may suppress or resume your selected alignment as a standard action. In addition, you may change your selected alignment to any alignment of your choice once per day as a full-round action that provokes attacks of opportunity.

Finally, starting at 12th level, spells (but not magic items or supernatural abilities) whose function changes based on the alignment of the subject use your selected alignment rather than your native alignment for the purpose of determining their effects. If your selected alignment is suppressed, then spells with differing function based on alignment use your native alignment, as normal.

Plan B (Su)

Category: Integration

Pool Compatible: yes

Range: touch

Target: document you are forging

Presence Change: -3

Execution Time: 1 swift action

Duration: 1 day

Requires: Assassin 6

Whenever you are about to create a forged document, you may choose to execute this technique. Documents subjected to plan B explode in the reader's face as the *explosive runes* spell should that reader realize that the document is a forgery. When plan B's duration expires, the forged document remains, but loses its ability to explode.

At 13th level, plan B's presence change becomes -2.

Silvered-tongued Rogue (Ex)

Category: Integration

Requires: Assassin 2

You gain a +2 luck bonus to the Bluff, Diplomacy, and Intimidate skills, but only when you are not in combat. This luck bonus increases by +1 for every six assassin levels you possess.

Sweep the Room (Ex)

Category: Integration

Pool Compatible: yes

Range: 30 feet

Target: scene within range

Presence Change: -1

Execution Time: 1 full-round action

Duration: instantaneous

You take in the immediate area as though you had taken 20 on a Perception skill check to notice fine details.

The Watson (Ex)

Category: Integration

Requires: Civilian contacts, assassin 10

Choose one of your civilian contacts. That contact is actually an assassin whose technique loadout is exactly opposite of yours. For example, if you are an acupressure/execution/integration/intuition assassin, then your contact is an initiation/magehunting/infiltration/poison assassin. All of your contact's character levels are in the assassin class, and he always has two fewer assassin levels than you do. Whenever you are in your contact's home city, you may adventure with your contact as though he were your cohort and you had the Leadership feat. You cannot adventure with your contact and your cohort at the same time if you already have the Leadership feat. Should your contact die, you cannot gain another "Watson" and must resurrect him if you ever want to adventure with him again.

Special: You cannot gain the watson as a cross-specialization technique.

Unfazed by Death (Ex)

Category: Integration

Requires: Assassin 4

You are immune to being sickened by smells, or by the sight of blood and gore. If such a sensation would nauseate you, you are sickened instead.

Unfazed by Foulness (Su)

Category: Integration

Requires: Unfazed by death

You are immune to inhaled poisons and have spell resistance equal to 10 + your assassin level against spells and spell-like abilities with the death descriptor.

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