

Assassin Spell List

First Level Spells Slots

Slots Used Today:

- Disguise Self [I]
- Detect Poison [D]
- Exterminate* [N]
- Feather Fall [T]
- Ghost Sound [I]
- Jump [T]
- Obscuring Mist [C]
- Sleep [E]
- Sneeze* [V]
- Tall Tale* [D]
- True Strike [D]

Second Level Spells Slots

Slots Used Today:

- Alter Self [T]
- Cat's Grace [T]
- Darkness [V]
- Fox's Cunning [T]
- Illusory Script [I]
- Invisibility [I]
- Pass Without Trace [T]
- Spider Climb [T]
- Undetectable Alignment [A]

Third Level Spells Slots

Slots Used Today:

- Deep Slumber [E]
- Deeper Darkness [V]
- False Life [N]
- Magic Circle against Good [A]
- Misdirection [I]
- Nondetection [A]

Fourth Level Spells Slots

Slots Used Today:

- Clairaudience/Clairvoyance [D]
- Dimension Door [C]
- Freedom of Movement [A]
- Glibness [T]
- Invisibility, Greater [I]
- Locate Creature [D]
- Modify Memory [E]
- Poison [N]

*Listed among new zero-level spells

Calculating the DC

10 + spell level + intelligence modifier.
 Spell Focus in the school grants +1.
 Greater Spell Focus grants +2.
 Gnomes receive +1 for illusions.

Spell Focus Feats

- Enchantment Illusion
- Necromancy

Overcoming Spell Resistance

- Roll a caster level check (d20 + caster level)
- Spell Penetration feat grants +2.
- Greater Spell Penetration grants +4.

Schools of Magic

- [A] Abjuration [I] Illusion
- [C] Conjuration [N] Necromancy
- [D] Divination [T] Transmutation
- [E] Enchantment [V] Evocation

Metamagic Feats (Level Cost)

- Empower Spell (2) Reach Spell (2)
- Enlarge Spell (1) Silent Spell (1)
- Extend Spell (1) Still Spell (1)
- Heighten Spell (var.) Widen Spell (3)

Other Magical Feats

- Combat Casting
- Eschew Materials
- Improved Counterspell

Additional Spells & Feats:

Spells per Day					Spells Known					Bonus Spells							
Assassin	Spell Level	1	2	3	4	Assassin	Spell Level	1	2	3	4	Bonus spells per day granted for high intelligence					
Level						Level						Caster's Intelligence	Spell Level	1	2	3	4
1	0	-	-	-	-	1	2	-	-	-	-	10-11	-	-	-	-	-
2	1	-	-	-	-	2	3	-	-	-	-	12-13	1	-	-	-	-
3	2	0	-	-	-	3	3	2	-	-	-	14-15	1	1	-	-	-
4	3	1	-	-	-	4	4	3	-	-	-	16-17	1	1	1	-	-
5	3	2	0	-	-	5	4	3	2	-	-	18-19	1	1	1	1	-
6	3	3	1	-	-	6	4	4	3	-	-	20-21	2	1	1	1	-
7	3	3	2	0	-	7	4	4	3	2	-	22-23	2	2	1	1	-
8	3	3	3	1	-	8	4	4	4	3	-	24-25	2	2	2	1	-
9	3	3	3	2	-	9	4	4	4	3	-	26-27	2	2	2	2	-
10	3	3	3	3	-	10	4	4	4	4	-	etc.					

Totals do not include bonus spells for high intelligence. Numbers here are fixed. No bonus spells are awarded.

An entry of zero in the spells per day table signifies that assassins may cast spells of this level only if they are awarded a bonus spell for high intelligence. An assassin may trade one known spell upon reaching an even level, starting at 6th level, but the spell must be two or more spell levels below the highest spell level the sorcerer can cast.