

Assassin Cheat Sheet
Amtgard 7.0

Garb: Black sash plus mask or face paint	Armor: none initially
Shields: None initially	Weapons: Dagger, short, long, throwing
Immunities: None	Lives: 4

Level One: No Abilities

Level Two (pick one):

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	May use short bow (including pistol crossbow)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Poison Weapon (2/game)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Trap (1/game)

Level Three: (pick one)

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Level Two Ability not chosen
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Touch of Death (1/game)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Teleport (2/game)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Antidote to poison (1/life)

Level Four:

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	May wear two points of armor
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Level Five: (chose one)

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Level Two or Three Ability not chosen
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Use of small Shield
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Assassinate (2/game)

Level Six: (chose two)

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Level Two, Three or Five Ability not chosen
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Take Trap again becomes (1/life)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Take Teleport again becomes (1/life)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Take Assassinate again becomes (1/life)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Take Poison Weapon Again becomes (1/life)

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Description of Abilities

Skill	Incantation	Material	Effect	Notes
Antidote to Poison		A small container of water	When a person drinks this water, they are instantly cured of any poison.	
Assassinate	Say Assassinate immediately after killing a person		The victim is effected as per Sever Spirit	May be used while moving.
Poison Weapon		Denote Weapon with black ribbon	May poison one edged weapon. People who are wounded by poisoned weapons die if they are not cured in a 100 count. A person may only poison one of his own edged weapons. This effect remains on the weapon for the entire life.	
Teleport	Repeat loudly x5 "Teleport;" upon arrival loudly x5 "Arriving."		Target goes to any one location of his choice. Cannot harm others nor be harmed during transit. Treat as Out of Game until at location, and may not be affected until the final "Arriving" has been stated.	Must go straight to location. Should quietly tell reeve or teammate destination. May not be followed (Exception - Tracking). Location must be a fixed location
Touch of Death	Repeat x20 "Touch of death,"	Enchantment cloth	Bearer of enchantment's touch kills (via either hand). Will work through clothing, but not armor of any sort.	Does not have to be discharged on the next person touched after the enchantment is cast, but can be saved until it is needed; must be announced when discharged.
Trap	Repeat x2 "The upturned points of my caltrops render you lame." 20 foot range		Target may not move at more than a slow walk for a 50 count.	This is not a wound. May be used while moving.