

Assassination

Earning XP

Assassins receive combat XP for killing assassination targets and XP for any fee, regardless of whether the roll on the assassination matrix succeeds. However, XP for the assassination itself is only awarded if that roll succeeds. Assassins receive assassination XP for any assassination, including assassinations during regular adventuring (i.e. when not “on a job”). Unless the DM declares otherwise, these are “simple” difficulty (½ XP modifier).

Non-assassins who score a kill by means of the assassination table (such as by attacking a [helpless](#) target) do not earn any assassination XP. The regular XP value of the monster is still earned by the party, however.

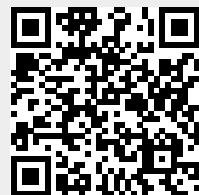
Relation to regular attacks and backstab

Assassins must choose one of the attack modes: regular attack, backstab, or assassination. Though a failed assassination still qualifies for regular weapon damage, it does not permit a backstab.¹⁾

¹⁾

TODO: There is a source for this somewhere, I just forget where...

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