

Assassin

Ability Requirement: Strength 12, Dexterity 9, Wisdom 12

Armor: Leather, studded leather, padded, or Elven chain. Non-metal armor accessories.

Weapons: Any ranged or one handed melee weapon.

THACO: As Rogue.

Saving Throws: As Rogue.

Weapon Proficiencies: 2 + 1 every 4 levels.

- See Signature Weapon below.

Nonweapon Proficiencies: 3 + 2 every 4 levels. [Favored: Thief]

- Bonus: Poisoncraft (Int 0)

Bloodied: At 30% of max hit points (30 max) you take Disadvantage to all d20 rolls.

Signature Weapon: The Assassin's Signature Weapon is an almost holy weapon to the Assassin. It is used to perform their deadly art and therefore gain the following bonuses:

- Bonus Weapon Proficiency with the weapon.
- Meditate daily after a Long Rest with the weapon to make it your Signature Weapon.
 - When attacking with your Signature Weapon, it does full damage against those resistant or immune to nonmagical weapons and the weapon's damage type (slicing/piercing/bludgeoning).
 - If the weapon is broken or damaged, you may use your daily meditation to fix or recreate the item from a fragment. You can only fix a Signature Weapon and cannot create a Signature Weapon from a broken weapon. (This process destroys any other remaining fragments.)

Thief Skills: You gain the 8 standard thief skills and the standard amount of discretionary points.

Backstab: The target must not know you are there in order to be open to a Backstab. If they are open, you gain Advantage on the roll and the following damage multipliers: Level 1: x2, 5: x3, 9: x4, 13: x5. Only one attempt per round is allowed.

Thieves' Cant: During your training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Assassin's Insight: Use your Wisdom score on the Dexterity chart to add to your initiative roll.

3rd – Death From Above: On the first round of an encounter, jump from 10 to 60 feet from hiding to your target and get a Backstab attack with an additional x1 damage if you hit. You may move from hiding before your jump.

6th – Assassin's Expertise: You may do a full Backstab against creatures with unusual/unknown anatomies (such as Beholders) or those creatures normally immune (such as ghosts).

– **I Was Never Here:** [[Metamartial](#)] At the end of your turn where you brought an enemy to 0hp with a Backstab, you may turn invisible until the start of your next round and move up to 10 feet.

10th – Follower: Once an assassin reaches 10th level, his reputation is such that he can attract a single follower eager to learn from a reputed master. They are generally loyal to him and will serve until they attract their own follower. If that happens, the original assassin may attract a second follower.