

ROGUISH ARCHETYPE

ASSASSIN (v 2.0)

You focus your training on the grim art of death. Those who adhere to this archetype are diverse: assassins, hired killers, spies, bounty hunters and more. Stealth, poison, and disguise help you eliminate your foes with deadly efficiency.

BONUS PROFICIENCY

When you choose this archetype at 3rd level, you gain proficiency with your choice of the disguise kit or the poisoner's kit.

BACKSTAB

Starting at 3rd level, you are pragmatic and deadly in eliminating your foes. You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet, or when an allied creature within 5 feet of the target is directly on the other side of a creature.

KILLER'S METHOD

Starting at 9th level, you have mastered one technique of your choice for approaching a target. Select one of the following benefits:

- **False Face:** You gain expertise with the disguise kit, and can assume a prepared disguise with the bonus action granted by Cunning Action.
- **Blade in the Dark:** You gain expertise with the Stealth skill. You can attempt to hide even when you are only lightly obscured by dim light.
- **Poisoner's Path:** You gain expertise with the poisoner's kit. During a long rest, you can create a long lasting poison for one or more weapons for free. Until the end of your next long rest your Sneak Attack damage with that weapon becomes Poison damage and creatures struck with it must make a Constitution saving throw with a DC of 8 + your Proficiency modifier + your Dexterity modifier or become Poisoned for one minute. Creatures poisoned this way make a new save at the end of each of their turns ending the condition on success. Once a creature passes the save against this effect, it cannot suffer the Poisoned condition from it again for 24 hours.

If you gain expertise in a skill you already have expertise in, you can instead select another skill or tool you have proficiency in to gain expertise in.

FAVORED APPROACH

Starting at 13th level, you hone your skills gaining a favored approach to dealing death. Select one of the following benefits:

- **Trusted Face:** If you spend seven days establishing a fake identity for yourself or three hours studying another person to impersonate, you have advantage on any Charisma (Deception) check involving maintaining your disguise and identity.
- **Swift Blade:** When you roll initiative while hidden, you gain advantage on the roll.
- **Specialized Poisons:** When you create a poison, you can designate one creature type (for example, Fiends). The damage of that poison ignores resistance or immunity that creature type may have to poison.

LETHAL BLOWS

Starting at 17th level, after you deal sneak attack damage to a creature, if the target's remaining hit points is less than your Rogue level, the target dies. You can forgo this when intentionally making nonlethal attacks.

ASSASSIN QUIRKS

The following are some optional quirks for an Assassin

d6	Quirk
1	Life is cheap, death is expensive. You only kill what you are paid to kill.
2	You have perfected the art of standing motionless. It doesn't make you invisible, but some people find it creepy.
3	You are always fiddling with something sharp.
4	Life is suffering. You are an angel of mercy.
5	Job satisfaction is important. You enjoy your work.
6	You have a code you follow zealously that dictates who you can kill.



FEAT

DAGGER EXPERT

You are a well versed expert on daggers, able to use them fluidly any situation.

- You can draw or stow any number of daggers during your turn. You have advantage on any check to conceal your daggers.
- Your attacks with daggers score a critical hit on a roll of 19 or 20.
- When you use two-weapon fighting using a dagger in both hands, you can take both attacks as part of the Attack action on your turn (without expending your bonus action). You can only make this attack once per turn.

CHANGE LOG

V2.0

- Dread was replaced by Lethal Blows
- Garrotes were removed.
- You can gain expertise in another tool or skill if you already have expertise in the selected skill from Killer's Method.
- [Legacy 1.0 version here](#)

V2.1

- Updated Poisoner's Path from Killer's Method.

CREDITS

- Subclass created by KibblesTasty
- Art: Forrest Imel (Licensed Stock Art)
- Editing: Gabriel Russell

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