

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 disguise kits or the poisoner's kits.

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 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 one a single use Injury, Touch, Ingested, or Inhaled poison. On effect, the target must make a Constitution saving throw (DC 10 + your proficiency bonus) or take 2d6 + your proficiency bonus damage.

If you gain expertise in a skill you already have expertise in, you can select another skill or tool to gain proficiency 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 targets remaining hit points is less than your Rogue level, the target dies. You can forgo this when intentionally making nonlethal attacks.

CUTTHROAT QUIRKS

The following are some optional quirks for an Assassin

d6	Quirk
1	Life is cheap, death is expensive. You kill what you are paid to kill. Only.
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, your 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

- 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](#)

CREDITS

- Subclass created by KibblesTasty
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