

Assassin

Ability Requirement: Strength 12, Dexterity 9

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 1/day with the weapon to make it a Bonded Weapon without need of scrolls or Mystrum.
 - **Bonded Weapon:** You forge a special bond with your Signature Weapon. As a **Minor Action**, you may call the weapon to your hand from up to 30' as long as there is line of effect. If the weapon is broken or damaged, you may meditate again to fix or recreate the item from a fragment. You can only fix an already bonded weapon and cannot form a bond with a broken one. (This process automatically destroys any other remaining fragments.)

Thief Skills: Because of their extra weapon and poison training, Assassins advance more slowly in the eight traditional thief skills. They start with only 40 discretionary points to allocate at 1st level, and with each level gained they receive only 20 points to distribute among the skills.

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.

3rd – Assassinate: On the first round of an encounter, if your target has not yet taken an action (then or in a surprise round), your first attack has Advantage and is automatically a Critical Hit.

3rd – Bond Master: When attacking with your Signature Weapon, it does full damage against those resistant or immune to nonmagical weapons and the weapon's damage type (like skeletons to slicing/piercing).

5th – Bonded Backstab: You may do a full Backstab against creatures with unusual/unknown anatomies (such as Beholders) or those creatures normally immune (such as ghosts).

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.