

# ROLL FORWARD

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## PRESTIGE CLASS: ASSASSIN



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# ASSASSIN

The assassin is the quintessential blade in the darkness. Capable of stalking and slaying foes ten times more powerful, an assassin understands and values discretion above all else. With a wide variety of tools at their disposal, few can oppose an assassin once they are in their sights.

## WHAT IS A PRESTIGE CLASS

Introduced in 3rd Edition D&D, prestige classes allowed characters to specialize above and beyond any core class would allow. However, to take a prestige class, one was required to meet certain qualifications. Upon meeting these qualifications a player can choose to take as many levels in the prestige class as they desire.

## PREREQUITES

To qualify to become a dwarven defender you must fulfill the following criteria:

- You must be at least 6th level.
- You must be proficient in deception and stealth.
- You must kill someone for no other reason than to become an assassin.

## ASSASSIN FEATURES

| Level | Feature                                  |
|-------|------------------------------------------|
| 1     | Sneak Attack +1d6, Assassin's Repertoire |
| 2     | Unnatural Defenses                       |
| 3     | Sneak Attack +2d6, Poisoner's Skill      |
| 4     | Ability Score Improvement                |
| 5     | Sneak Attack +3d6, Hide in Plain Sight   |
| 6     | Improved Unnatural Defenses              |
| 7     | Sneak Attack +4d6                        |
| 8     | Ability Score Improvement                |
| 9     | Sneak Attack +5d6, Death Attack          |
| 10    | --                                       |

## HIT POINTS

**Hit Dice:** 1d8 per assassin level

**Hit Points:** 1d8 (or 5) + your Constitution modifier per assassin level.

## SNEAK ATTACK

You know how to strike subtly and exploit a foe's distraction.

Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount the extra damage increases as you gain levels in this class. In addition, if you have sneak attack from another class, you use the total number of d6's provided by levels in both classes.

## ASSASSIN'S REPERTOIRE

Your techniques and skills require you to perform many acts to succeed in bringing down targets.

Starting at 1st level, you may select from the following list of techniques. You can select a number of techniques equal to half your assassin level rounded up. You may change one technique each time you gain a level in the assassin prestige class.

Your spellcaster modifier for these techniques is based on Charisma and are cast at the lowest level possible. All techniques can only be used once before recharging after a short or long rest unless otherwise specified. In addition, all spells cast through these techniques require neither verbal nor somatic components.

The following techniques are available:

### Available at 1st Level and After

- *Master of Disguise:* You may cast *disguise self*.
- *Poisoner's Senses:* You may cast *detect poison and disease*.
- *Fall of Silence:* You may cast *feather fall*.
- *Leap of the Panther:* You may cast *jump*.
- *Trick of the Light:* You may cast cantrip *minor illusion* and it does not require recharging.
- *Douse the Senses:* You may cast *sleep*.
- *Seeking Blade:* You may cast cantrip *true strike* and it does not require recharging.
- *Obscure Yourself:* You may cast *fog cloud*.

### Available at 4th Level and After

- *Skinwalk:* You may cast *alter self*.
- *One with Nothing:* You may cast *invisibility*.
- *Assassin's Shroud:* You may cast *darkness*.
- *Move Unseen:* You may cast *pass without trace*.
- *Wall Walk:* You may cast *spider climb*.

### Available at 7th Level and After

- *Inscrutable:* You may cast *nondetection*.
- *Eyes and Ears:* You may cast *clairvoyance*.
- *Trap the Unnatural:* You may cast *magic circle*.
- *Slip Through:* You may cast *gaseous form*.

### **Available at 10th Level**

- *Blinking Strike*: You may cast *dimension door*.
- *Hunt Down*: You may cast *locate creature*.
- *Dance Between*: You may cast *freedom of movement*.

### **UNNATURAL DEFENSES**

Your defenses are innately reflexes or sheer dumb luck. Either way, they play to your benefit.

Starting at 2nd level, invisible and hidden creatures no longer have advantage on attack rolls made against you solely because they are unseen. (*Other sources of advantage still work.*)

### **POISONER'S SKILL**

The tools of your trade demand that poisons become as familiar to you as food or air.

At 3rd level you gain proficiency with poisoner kits and also have resistance against poison damage.

### **ABILITY SCORE IMPROVEMENT**

When you reach 4th level, and again at 8th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

### **HIDE IN PLAIN SIGHT**

You understand the way light plays tricks on opponents' eyes.

When you reach 5th level, you gain the ability to hide while in dim light from anyone who may be able to observe you.

### **IMPROVED UNNATURAL DEFENSES**

Being surrounded no longer means you are put out.

At 6th level, you are treated as not having any enemies adjacent to you for the purposes of determining the effects and abilities of hostile creatures.

### **DEATH ATTACK**

The deadliest strike has been realized through your training.

Beginning at 9th level, you may study a creature for at least a minute. If you do so, you learn the vital weaknesses of that creature and the next melee weapon attack you make against that creature within one hour has the ability to either paralyze or outright kill the target. If you hit with the attack the target must make a Constitution saving throw with a DC equal to 10 or half the damage dealt, whichever number is higher. If the creature fails the assassin chooses to either kill the creature immediately, or paralyze the creature for up to 1 minute.