

ASSASSIN

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Small humanoid (any race), any evil alignment

- **Armor Class** 14 (leather armor)
- **Hit Points** 27 (6d6 + 6)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	14 (+2)	14 (+2)	10 (+0)

- **Saving Throws** Dex +6, Wis +4
- **Skills** Acrobatics +6, Stealth +8, Perception +4
- **Senses** darkvision 60 ft., passive Perception 14
- **Languages** Common, one other language
- **Challenge** 1/2 (100 XP)

Sneak Attack. Once per turn, the assassin can deal an extra 10 (3d6) damage to one creature they hit with a weapon attack if they have advantage on the attack roll. The attack must use a finesse or ranged weapon.

Cunning Action. On each of its turns, the assassin can use a bonus action to take the Dash, Disengage, or Hide action.

Assassin's Strike. If the assassin surprises a creature and hits it with a melee weapon attack, the attack deals an additional 14 (4d6) damage. This damage is dealt only once per surprise round.

ACTIONS

Multiattack. The assassin makes two attacks with their *Shortsword*.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 4) piercing damage.

REACTIONS

Uncanny Dodge. When an attacker that the assassin can see hits it with an attack, the assassin can use its reaction to halve the attack's damage against it.