

THE DAGGERMASTER

ROGUISH ARCHETYPE OPTION

Skulking through the blackened mouth of an alleyway, a male halfling adorned with drab leathers feels the hair prickle on the back of his neck. He knows he is being watched, and turns a wary glance behind him. Quick as lightning, a knife finds its way into the halfling's hand, and he hurls it at a man with a drawn sword blocking the entrance to the alley. The man grasps his hand and howls in pain as his steel blade clatters down to the cobblestones, disarmed by an expertly-thrown trick shot dagger.

A limber female tabaxi, wearing an airy white shirt set against her sinewy frame, juggles daggers casually for an assembled crowd of onlookers in a bustling marketplace. In a flash, she hurls one of the flying knives forward with a simple, deft strength. The knife forms a streak of silver, arcing across the market and perfectly skewering a leg of mutton, held by a perplexed town guard, about to take a bite. As the guard reels in a moment of shock, the crowd erupts into cheers at the tabaxi's display of skill, tossing coppers and a few scant silver pieces into a basin at her feet.

As the solid-seeming brickwork swings open to reveal a hidden passage and shadowy guards emerge, a human female clad in form-fitting leathers calmly raises her hands in a show of submission. The guards approach, removing every available weapon they can find from her person with a systematic practice all parties have grown accustomed to. Only after she is visibly free of weapons will the human be allowed to enter the hidden thieves' guild, but she smiles, knowing however hard they look, the guards will never be able to find her two final hidden blades.



Though many employ daggers to complete a task or orchestrate a kill, few individuals focus on knowing how to handle their knives thoroughly enough to constitute being an art form. To these daggermasters, a knife is a multitude of tools rolled into one, a versatile implement for both entertainment and dealing death.

One only achieves this mastery of the blade through endless patience and practice, and as such daggermasters tend to be calm, collected individuals. Strong emotions can make a thrown blade stray from a mark, and cool professionalism makes for steady hands. A daggermaster thus knows when to care about a problem, and when not to, deciding where to focus their attention as quickly and simply as their knives find their way to their targets.

BLADE ARTISTRY

Starting at 3rd level, you possess a practical skill with daggers that borders on being a form of art. You may use a dagger as if it were a set of thieves' tools, and using an empty hand to draw a dagger stored on your person no longer costs an object interaction for you. When holding a dagger in each of your hands you gain the benefits of the Two-Weapon Fighting fighting style (*Player's Handbook*, page 72).

In addition, you gain proficiency in the Performance skill, or you may instead add double your proficiency bonus to the Performance skill (as with the Expertise feature) if you already possess proficiency in this skill.

TRICK SHOT

Also at 3rd level, you are able to throw daggers with immense accuracy. You have advantage on all attack rolls to hit unattended objects with thrown daggers.

Additionally, on your turn, if you may replace one attack with a dagger granted by either your Attack action or by the Two-Weapon Fighting bonus action with a disarming trick shot, which can be either a melee attack or a thrown ranged attack. This trick shot must target a creature holding an object or weapon in one or two hands. Roll an attack against your target's AC, as normal. If the attack hits, it deals half of its usual damage (including Sneak Attack if applicable; round down), and an object of your choice that the target is holding falls to the ground up to 10 feet away from them in a direction you choose.

SUBTLE KNIFE

At 9th level, you have learned all the best ways of keeping a lethal blade concealed. You have advantage on any Sleight of Hand checks to hide or conceal a dagger on your person.

Additionally, after rolling initiative, you have advantage on the first attack you make with a dagger that was concealed at the start of your turn.

LONGSHOT

Beginning at 13th level, your accuracy with thrown blades is surpassed by none. Double the short and long range of your thrown daggers. Attacks you make with thrown daggers ignore half cover, and treat three-quarters cover as if it were half cover instead.

UNERRING PRECISION

At 17th level, the skill with which you use your daggers makes them as reliable as they are spectacularly lethal. Once on each of your turns, when you miss with an attack using a dagger, you may choose to reroll that attack.

CREDITS:

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