

THE AERIAL ASSAILANT ROGUE

An assassin who keeps her hands free and uses her body as a weapon, the aerial assassin relies on stealth, planning, and practiced athleticism to avoid danger.

While not as fast as a monk, the aerial assassin makes more devastating use of her feet and fists in one swift blow, attempting to take down her target quietly while remaining in motion.

AERIAL STRIKE

Starting at 3rd level, you gain the ability to perform powerful unarmed strikes. When performing unarmed attacks your attacks are treated as Finesse attacks, and your damage is increased to 1d6 + your Dexterity modifier. This attack may be used with the Sneak Attack special ability. After performing the attack, you may use a bonus action to perform a second unarmed attack against the same target or another target within 5 feet of you.

If the attack is performed after you have moved 15 feet or more in a straight line toward a target, you add +5 to your damage rolls (due to the momentum of your aerial strike).

PRACTICED ATHLETICISM

Starting at 3rd level, you gain proficiency in either Athletics (Strength) or Acrobatics (Dexterity). If you already possess proficiency in the selected skill, you gain expertise instead. If you already possess expertise in the skill, you may not select it with this ability.

EVASIVE FIGHTING

Starting at 9th level, you gain the *Mirror Image* spell as a prepared spell for the day, and may cast it a number of times equal to your Intelligence modifier, replenished on a long rest.

In addition, the damage of your unarmed strikes increases to 1d8 + your Dexterity modifier.

FLYING DODGE

Starting at 13th level, opponents have disadvantage on attacks performed against you. You also gain advantage on Perform (Charisma) checks when dancing or performing acrobatic feats.

PRECISE STRIKES

Starting at 17th level, your damage with your unarmed attacks is increased to 1d10 + your Dexterity modifier. You also master the art of placing strikes where they will be most painful due to your knowledge of the target's body: when dealing critical damage with an unarmed attack, you deal maximum damage.