

ASSASSIN

You focus your training on the grim art of death. Those who adhere to this archetype are diverse: hired killers, spies, bounty hunters, and even specially anointed priests trained to exterminate the enemies of their deity. Stealth, poison, and disguise help you eliminate your foes with deadly efficiency.

BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you gain proficiency with the disguise kit and the poisoner's kit.

MARK FOR DEATH

At 3rd level, you may spend an action to study the vitals of a single creature you can see, marking it for death. For up to 1 hour with concentration (as if you were concentrating on a spell), you know the marked target's hit points at all times until you lose sight of it, mark a different creature, or lose concentration. You can only have one creature marked for death at a time.

ASSASSINATE

Starting at 3rd level, you can assassinate your marked target if its hit points are low enough. Using your Cunning Action, you can make a weapon attack against a creature marked for death, which will reduce its hit points to 0 on hit. You can do this as long as all the following conditions apply:

- The target has no more than $2 \times$ your rogue level in hit points before the attack
- The attack does not have disadvantage.

MODUS OPERANDI

At 9th level, you gain one of the following features of your choice.

POISONER'S EXPERTISE

Your proficiency bonus is doubled for any ability check you make that uses a Poisoner's Kit or to recover resources needed to craft potions.

Poisons you craft have their saving throws equal $8 +$ your proficiency $+ your Intelligence modifier$. When you administer an injury poison while hidden, the target has disadvantage on the first saving throw against it.

IMPERSONATOR'S EXPERTISE

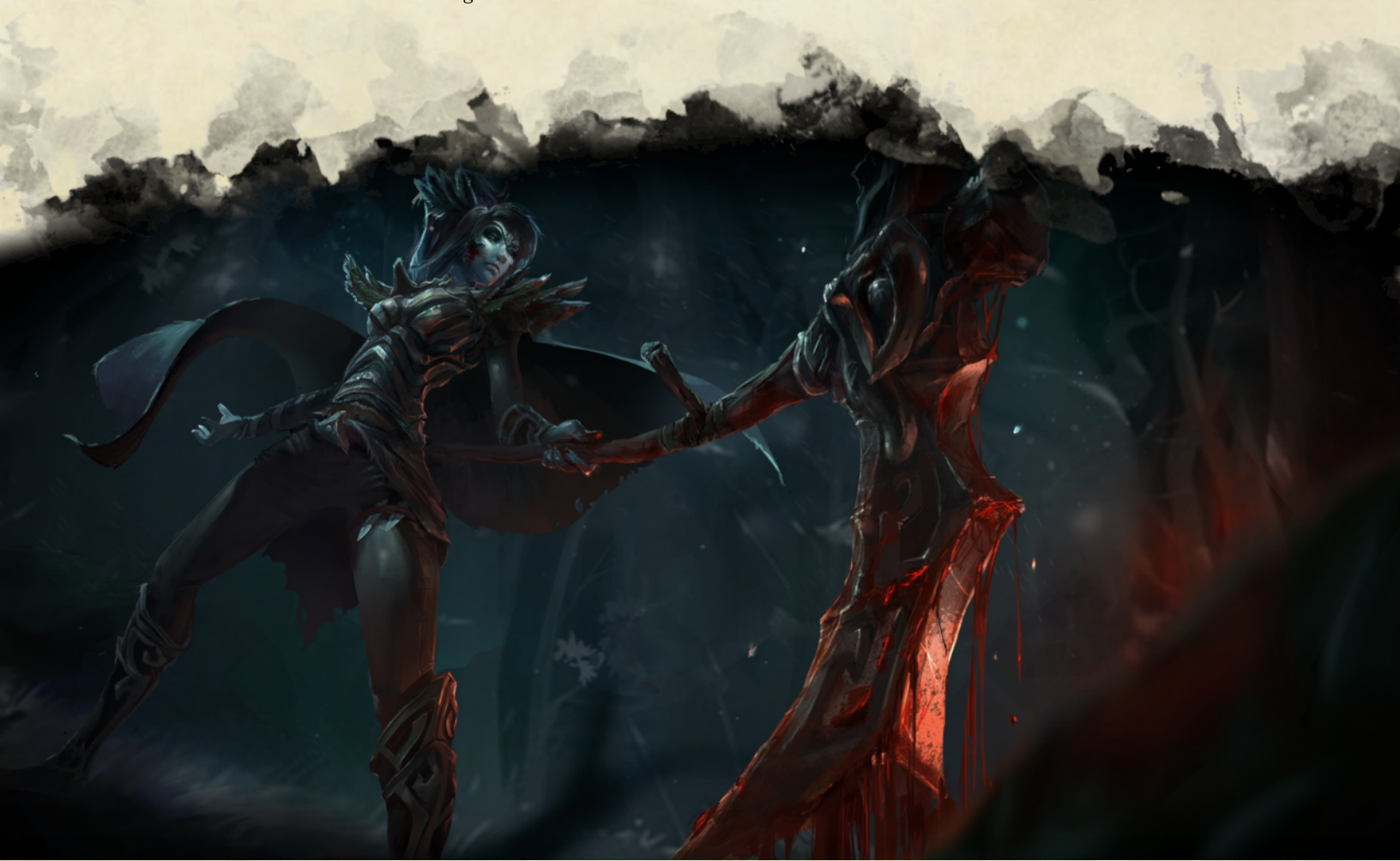
Your proficiency bonus is doubled for any ability check you make that uses a Disguise Kit or relies on a disguise you have created with a Disguise Kit.

You can easily conceal up to two light weapons within each of your disguises, as long as there is enough material to cover them. While wearing an appropriate disguise, you benefit as if you were hidden on weapon attacks against creatures deceived by your disguise.

VENDETTA

Starting at 13th level, you have advantage on weapon attacks against your marked target if within 15 feet of it, there are no creatures friendly to it that are not incapacitated or surprised.

When you use Uncanny Dodge, you can mark the attacking creature for death as part of that reaction.



KILLING TECHNIQUE

At 17th level, you gain one of the following features of your choice. When a target must make a saving throw against this feature, the DC is equal to 8 + your Dexterity modifier + your proficiency bonus.

GARROTE

You can fashion at least 2 feet of wire, rope, cable, or anything of the sort into a garrote, which you treat as a light, two-handed improvised weapon you are proficient with. On hit, it applies Sneak Attack, as long as you do not have disadvantage, and grapples the target. While you have a target grappled in this way, you can repeat the attack on the grappled target as an action. If you are hidden from the target when you attack it with a garrote, all its subsequent attempts to escape the grapple are made with disadvantage until it escapes.

If an attack with the garrote hits and the target has a neck that can be entirely wrapped by it, the target must succeed on a Constitution saving throw or immediately begin to suffocate. If it was marked for death, it has disadvantage on the saving throw. Whether or not it succeeds, the target cannot speak or cast spells with the verbal component, thus you may remain hidden from other creatures until the target escapes.

Additionally, a garrote can be coated with one dose of a contact or injury poison, which will be administered on hit.

PLUNGE

If you fall at least 10 feet immediately before making a melee weapon attack, that attack deals 1d6 additional damage for every 10 feet you fell. If the attack hits, the target must succeed on a Constitution saving throw or fall prone. If you are hidden during this attack, the target has disadvantage on the saving throw.

Additionally, your weapon attacks critically strike if they hit a prone target you have marked for death.

EVISCERATE

When you hit a target marked for death with a weapon attack and its hit points are no more than $3 \times$ your rogue level, it must succeed on a Constitution saving throw or be assassinated, as long as all other conditions of the Assassinate feature are met.

When you assassinate a creature that does not have *Incorporeal Movement* and is not a construct, you deliver the final blow with a graphic display of gore. Each creature hostile to you that can see or hear you must succeed on a Wisdom saving throw or be frightened of you for 1 minute. An affected creature can repeat the saving throw at the end of its turn to end the effect. If a target's saving throw is successful or the effect ends for it, the target is immune to being frightened in this way for 1 hour.

IMAGE SOURCES

1. [Trung TH](#)
2. [Russell Dongjun Lu](#)



WHEN A PLAN COMES TOGETHER

Jarod, an 18th level assassin rogue, prepares to execute his target. His party is tasked with eliminating a gang of bandits terrorizing the city, which are unwittingly gathered before him. For this job, he prepares an injury poison and applies it to his main-hand dagger.

He perches on the scaffolds above his target, an archer that is sure to be the most troublesome. While Jarod awaits the signal from his party, he studies his target's weaknesses, marking it for death.

The signal is given, and Jarod's party surprises the bandits. Able to make the plunging attack, he attacks the archer with his main-hand dagger. Because he was hidden from the archer, he has disadvantage on the Constitution saving throw against falling prone. Jarod also has Poisoner's Expertise, so the archer also has disadvantage on the saving throw against the injury poison.

The archer falls prone and has 34 hit points after receiving damage from the poison. Because the archer is marked and has 34 hit points, which is less than $2 \times$ Jarod's rogue level, it can be assassinated. With his Cunning Action, Jarod makes the attack with advantage, since the archer is prone. The attack hits, and the archer instantly dies.