

DARK CLASSES

ASSASSIN



**DARK
EMERALD**

Todd Crapper

To Gary and Dave

DARK CLASSES

ASSASSIN

Not everyone can be the good guy. There are times when a more underhanded approach is needed and there needs to be more bodies. Ethics simply get in the way. In a world where humanoids are outnumbered by monsters, demons scheme behind the curtain, and the strongest heroes stand alone against powerful forces, others are called upon to do what must be done.

This is the world of Dark Emerald accessories for the 4th edition of *Dungeons & Dragons™*. Investigating the darker side of the fantasy campaign, these products began with the *Quick Kill*, a guidebook for characters to kill opponent in one strike with skill challenges, and continues with *Dark Classes: Assassin*. Murderers for hire, they are the elite of their kind. Professional to the extreme, they operate in secret with legends of their target spreading the word and bumping up the pay. Whether they work to a code or take on with the highest bidder, assassins can add unique developments to any game.

In this PDF, you'll find the complete assassin class (including over 70 unique powers), three paragon paths (the poisoner, suicide striker, and hood), new feats, and a list of unique weapons common to the assassin.

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Bleeding Damage

Bleeding damage is a type of damage caused when a character tears open an enemy and causes them to lose fluid at an alarming rate, resulting in ongoing damage.

Despite the term, bleeding is not limited to humanoid creatures with blood pumping through their veins. Any type of vital liquid within the target's body considered crucial for the target to continue living can be substituted for blood regarding the purpose of this keyword. Only elementals and constructs are immune to bleeding damage (unless you have the Gaping Wound feat - see Feats on page 13).

Bleeding damage can always be stopped with a saving throw or with a Healing DC 15 check. Unconscious characters will continue to bleed after they have passed 0 hit points. Applying pressure to the wound as a standard action, thereby preventing any further ongoing damage for as long as pressure is maintained, can stop bleeding. The wounded character must continue to make a saving throw until he succeeds.



The Assassin

Deadly shadows in the night, silent killers skulking the halls, assassins are the ultimate form of revenge. Hired murderers contracted to kill a target in their sleep, poison their food, and get the victim when they least suspect it. The assassin's work can be subtle or overt, a message for others to learn by as a crime lord rises to power. Their skill with a blade and precision against the human body is terrifying, but they are more than mere killers - they are masterful combatants picking their opponents apart piece by piece until there is nothing left but the final blow.

Assassins share similarities to the rogue class, but their differences cause them to stand out as their own breed of striker. The majority of their powers provide bleeding damage to opponents, a result of their training in anatomy granting them additional damage as their targets bleed to death. Disarming their opponents by slicing wrist muscles, dropping them prone by taking out the knees, and suffocating them with a chop to the throat are just some examples of how assassin powers give them the edge in combat. Mobility in combat is key to their fighting style and they are best served when wearing little to no armour at all. As with their rogue counterparts, they are strikers, dealing massive amounts of damage in a single attack. Their deadliest move, however, is the prone kill: a move that grants massive amounts of damage to any target lying prone and helpless.

Creating an Assassin

While their breed is as varied as they come, assassins centralize around two builds: the deadly assassin and the sniper assassin.

Deadly Assassin

You pick apart your opponents surgically, wearing them down and quickly rendering them apart. You have studied humanoid anatomy to the point of complete mastery

Role: Striker

Power Source: Martial

Key Abilities: Strength, Dexterity, Intelligence

Armour Training: Cloth, leather

Weapon Proficiencies: Simple melee, military melee, simple ranged, military ranged

Bonuses to Defense: +1 Reflex, +1 Will

Starting Hit Points: 12 + Constitution score

HP per Level Gained: 5

Healing Surges: 6 + Constitution modifier

Trained Skills: Stealth, Streetwise, plus four others.

Available Skills: Acrobatics, Athletics, Endurance, History, Intimidate, Perception, Thievery.

Build Options: Deadly assassin, sniper assassin

Class Features: Prone kill, marked target, twin blades, unique weaponry

and know just where to strike for the opportune reaction. You use your cunning and Intelligence as much as your Dexterity to disarm targets and cause them to spill their guts on the floor, leaving your Strength to bury the blade deep in their chest.

Suggested Feat: Two Weapon Defense (Human feat: Toughness)

Suggested Skills: Acrobatics, Athletics, Intimidate, Stealth, Streetwise, Thievery

Suggested At-Will Powers: Gaping Wound, Painful Blow

Suggested Encounter Power: Drop Shot

Suggested Daily Power: Out of Breath

Sniper Assassin

You are the master of the unseen kill. Perfect with the bow, there is little trace of your existence. Your marks have died under mysterious circumstances or without tracks to follow. Dexterity is your main advantage, followed by your Strength and Intelligence. When the job is done, the only person who knows you did it will be the one who paid to have it done.

Suggested Feat: Far Shot (Human feat: Human Perseverance)

Suggested Skills: Athletics, History, Perception, Stealth, Streetwise, Thievery

Suggested At-Will Powers: Move To Kill, Painful Blow

Suggested Encounter Power: Surprise Shot

Suggested Daily Power: Tornado Strike

Class Features

The following are the class features of the assassin class.

Prone Kill: Assassins are masters of the kill, particularly when their targets are down and helpless. While the most practical approach to this ability is killing an unsuspecting mark in their sleep, assassins forced into open combat will use their martial training to drop an opponent to the ground and strike them while they're down. You continue to use combat advantage against the target as granted while he is prone.

Assassins inflict bonus damage based on their level against any target considered prone. In addition, they inflict an additional +1d6 damage to any helpless target. For example, a 15th-level assassin attacks a prone target and gains +2d6 to his damage roll, but if the same assassin attacked a helpless target, then he would inflict +3d6 damage. This bonus damage can also be used for a coup de grace attack.

Level	Bonus Damage
1-10	+1d6
11-20	+2d6
21-30	+3d6

Marked Target: An assassin is at his best when in pursuit of a specific target. Once he is hired to kill an individual, the assassin can mark that target upon first making line of sight contact with it. In addition, many of the assassin's powers grant extra damage or inflict bonus conditions to the marked target. See individual power descriptions for details.

Twin Blades: Masters of sleight of hand with a dagger, katar, or similar light melee weapons, the assassin can fight with two such weapons. If the assassin rolls a critical hit with the first blade, he can choose to forfeit the maximum damage and replace it with a melee basic attack by his off-hand weapon. This secondary attack can be used against a prone target for the Prone Kill class feature or can be used to attack an opponent adjacent to the first target. The assassin can only gain one additional attack with the off-hand weapon, even if the secondary attack results in a critical hit.

Unique Weaponry: Assassins are inventive killers and there is no end to the number of unique weapons they create or utilize. Assassins have the training to strap a blade to their wrist, create a blowgun from a walking cane, or any other unique idea by the player as a weapon with a +2 proficiency. These weapons can be the unique creation of the assassin, grant a standard +2 proficiency bonus, and can deal an amount of damage based on the assassin's level (see below). Most assassins will establish this unique weapon under their clothing or in any indiscernible location on their body so that they are armed at all times.

See Unique Weapons on page 16 for examples of unique weaponry commonly used by assassins.

Level	Damage
1-10	Original damage
11-20	2x Original damage
21-30	3x Original damage

Level 1 At-Will Exploits

Gaping Wound Assassin Attack 1
You slash at your opponent and cause massive bleeding.

At-Will • Bleeding, Martial, Weapon
Standard Action Melee weapon

Target: One creature

Attack: Strength vs AC

Hit: 1[W] + Strength modifier damage plus 2 ongoing bleeding (save ends).

Increase damage to 2[W] + Strength modifier plus 4 ongoing bleeding at 21st level.

Move to Kill Assassin Attack 1
With lightning fast reflexes, you step in to attack your enemy.

At-Will • Martial, Weapon
Standard Action Melee or Ranged weapon

Target: One creature

Attack: Strength vs AC

Hit: 1[W] + Strength modifier damage and you shift one square. This shift can be done before or after the attack.

Special: You are immune to opportunity attacks with this power.

Painful Blow Assassin Attack 1
Striking your foe in the right spot, you bring him pain whenever he raises his weapon to attack.

At-Will • Martial, Weapon
Standard Action Melee or Ranged weapon

Target: One creature

Attack: Strength (melee) or Dexterity (ranged) vs AC

Hit: 1[W] + Intelligence modifier damage.

Secondary Effect: The target suffers a -1 penalty to all attacks (save ends). This penalty is cumulative to a maximum penalty of -2 with a saving throw required for each penalty.

At 11th level, the maximum penalty increases to -3.

At 21st level, the inflicted penalty increases to -2 per hit and the maximum penalty increases to -6.

Painful Blow Assassin Attack 1
Striking your foe in the right spot, you bring him pain whenever he raises his weapon to attack.

At-Will • Martial, Weapon
Standard Action Melee or Ranged weapon

Target: One creature

Attack: Strength (melee) or Dexterity (ranged) vs AC

Hit: 1[W] + Intelligence modifier damage.

Secondary Effect: The target suffers a -1 penalty to all attacks (save ends). This penalty is cumulative to a maximum penalty of -2 with a saving throw required for each penalty.

At 11th level, the maximum penalty increases to -3.

At 21st level, the inflicted penalty increases to -2 per hit and the maximum penalty increases to -6.

Level 1 Encounter Exploits

Drop Shot Assassin Attack 1
Having already beaten your opponent, you take out his kneecaps and drop him to the ground.

Encounter • Martial, Weapon
Standard Action Melee or Ranged weapon

Target: One creature

Requirement: Your target must be bloodied.

Attack: Strength (melee) or Dexterity (ranged) vs Fortitude

Hit: 1[W] + Strength modifier damage (if applicable) and the target is prone until the start of his next turn.

Marked Target: The marked target is also dazed (save ends).

Prime Shot Assassin Attack 1
Before the battle can begin, you fire off the first shot from the shadows.

Encounter • Martial, Weapon
Standard Action Ranged weapon

Requirement: This power must be the first attack in an encounter. The target need not be surprised, but you must remain undetected with a successful Stealth check prior to using this power.

Target: One creature

Attack: Dexterity vs AC

Hit: 2[W] + Wisdom modifier damage

Stay Behind Assassin Attack 1
You drive your weapon into your opponent's foot and leave him behind while you get away.

Encounter • Martial, Weapon
Standard Action Melee weapon

Target: One creature

Attack: Strength vs AC

Hit: 1[W] + Strength modifier damage and the target is slowed

Surprise Shot Assassin Attack 1
Without warning, you pull out a hand crossbow and fire from the hip before your target can properly defend himself.

Encounter • Martial, Weapon
Standard Action Ranged weapon
Requirement: You cannot have drawn or fired a ranged weapon hidden on your person prior to using this power.

Target: One creature

Attack: Dexterity vs AC

Hit: 2[W] + Dexterity modifier damage

Level 1 Daily Exploits

Duck and Cover Assassin Attack 1
Dropping your head to avoid an attack, you have positioned yourself perfectly to cause your opponent to strike one of his comrades.

Daily • Martial

Immediate Interrupt Personal

Requirement: You must be flanked.

Effect: The attack roll originally designated for you strikes a flanking opponent instead and you shift one square. The attacker does not gain any benefits as a result of striking his ally (i.e. healing surges).

Out of Breath Assassin Attack 1
You strike your opponent in the chest and knock the breath out of him.

Daily • Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Dexterity vs Reflex

Hit: 2[W] + Strength modifier damage plus 2 ongoing damage and target is helpless (save ends both)

Tornado Strike Assassin Attack 1
Stabbing your opponent in the stomach, you spin around on your heels and drive the blade into his back.

Daily • Bleeding, Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs AC

Hit: 2[W] + Strength modifier damage

Secondary Attack: Dexterity + 2 vs. AC

Hit: 1[W] + Strength modifier plus 2 ongoing bleeding

Whirlwind Defence Assassin Attack 1
You twirl around to strike your attacker on the back of the leg.

Daily • Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Dexterity vs AC

Hit: 2[W] + Intelligence modifier

Effect: The target suffers a -1 penalty to movement for the encounter.

Miss: No damage or movement penalty, but the target is slowed on his next turn.

Level 2 Utility Exploits

Fearsome Kill Assassin Utility 2
After dropping one, you turn to face your remaining opponents and give them a look of death that will chill their hearts.

Encounter • Fear

Minor Action Close blast 2

Target: All creatures within the blast

Attack: Charisma vs Will

Effect: The target cannot stand adjacent to your square (save ends). If a target stands adjacent to you when this power is activated, he is pushed one square.

Maintain Assassin Utility 2
You can hold yourself perfectly still while suspended on the side of a building, dangling from a rope, or crouched under a table.

Encounter

Standard Action Personal

Requirement: You must be trained in any skill you use this power with.

Effect: This power allows you to maintain a skill check result for a number of rounds equal to your Constitution modifier. The typical skills included are Acrobatics, Athletics, Stealth, and Thievery, but the DM can choose other skills to be included in this power, even if for only one encounter. You must declare your intent to use this power before making your skill check, at which point your final result endures for a number of rounds equal to your Constitution modifier. This power can be used in a skill challenge.

Sustain Standard: Your skill check result remains for a number of rounds equal to your Constitution modifier.

Shift Hide Assassin Utility 2
By placing your body against a solid object, you are able to hide yourself from passing guards and other threats.

Daily

Immediate Interrupt Personal

Requirement: You must be able to shift 1 square to any object that can provide cover or concealment between yourself and the target.

Effect: Once you are behind cover, make a Stealth check with a +2 bonus against the target's Perception check. If you succeed, you are not spotted.

Study Target

Assassin Utility 2

You follow your prey over the course of the day and learn subtle tactics you can use against him.

Daily

Minor Action (special) **Personal**

Effect: This power requires you to follow your mark over the course of 6 hours minus one hour per Intelligence modifier (minimum one hour). You must remain within line of sight of your target at all times without being detected, which will involve a skill challenge as set down by your GM. At the end of the skill challenge, make an Insight vs. Will check. If you succeed, you gain a +2 bonus to all Perception, Insight, Intimidate, Streetwise, and Diplomacy checks against the target or used to gain information on the target. Also, you can automatically mark the target on behalf of any other member of your party in advance.

Level 3 Encounter Exploits

Bloody Vision

Assassin Attack 3

You slice a wound across your opponent's forehead, covering his eyes with blood.

Encounter • Bleeding, Martial, Weapon

Standard Action **Melee** weapon

Target: One creature

Attack: Dexterity vs Reflex

Hit: 1[W] + Strength modifier damage and the target is blind (save ends)

Note: Creatures immune to bleeding do not go blind.

Disarm

Assassin Attack 3

You slice your opponent's wrist and cause him to drop his weapon.

Encounter • Martial, Weapon

Standard Action **Melee or Ranged** weapon

Target: One creature

Attack: Wisdom vs Reflex

Hit: 1[W] + Strength modifier damage

Secondary Effect: The target drops any one-handed weapon to the ground. If the target wields a two-handed weapon or a versatile weapon with two hands, he is now only holding it in one hand (your choice as to which hand you injure).

Gut

Assassin Attack 3

You drive your weapon into the midsection and tear open a horrific wound.

Encounter • Bleeding, Martial, Weapon

Standard Action **Melee** weapon

Target: One creature

Attack: Strength vs AC

Hit: 2[W] + Strength modifier plus 1d6 ongoing bleeding (save ends)

Quick Distraction

Assassin Attack 3

Firing a shot that whizzes just past the target's head, you distract him and break his concentration.

Encounter • Martial, Weapon

Minor Action **Ranged** weapon

Target: One creature

Attack: Dexterity vs Reflex

Hit: All sustained actions by the target end and the target loses his turn until the next round.

Miss: The target loses concentration on any sustained actions or grants combat advantage (player's choice).

Level 5 Daily Exploits

Hostage

Assassin Attack 5

With a quick flash of the dagger, you strike the target across the chest then snap him around and use him as cover against your other enemies.

Daily • Martial, Weapon

Standard Action **Melee** weapon

Requirement: The target must be adjacent to you.

Target: One creature

Attack: Wisdom vs Reflex

Hit: 2[W] + Strength modifier damage and target is immobilized.

Secondary Effect: The target now provides cover.

Marked Target: You gain a +2 bonus to any Strength checks against the marked target if he tries to escape.

Running Scared

Assassin Attack 5

Fear is your greatest weapon and you can use it to make your target go where you want.

Daily • Fear, Martial, Weapon

Standard Action **Ranged** weapon

Target: One creature

Attack: Dexterity vs Reflex

Hit: 2[W] + Intelligence modifier damage

Secondary Attack: Charisma vs. Will

Secondary Effect: The target is frightened and runs away in the direction of your choosing (save ends).

Miss: The target stops moving for his turn but can still shift with a power.

To The Bone

Assassin Attack 5

You cut your target so deep, he must tend to his wound.

Daily • Bleeding, Martial, Weapon

Standard Action **Melee** weapon

Target: One creature

Attack: Strength vs AC

Hit: 2[W] + Strength modifier damage plus 1d4 ongoing bleeding damage

Secondary Effect: The target must use a healing surge as a move action to stop the bleeding damage or he can gain the use of a healing surge from an ally.

Level 6 Utility Exploits

Break and Enter Assassin Utility 6 *You've heard of a trick to open this kind of lock before...*

Daily • Martial
Minor Action Personal
Requirement: You must be trained in Thievery.
Target: One lock
Effect: Apply your Streetwise proficiency bonus to any Thievery check to open locks.

Disguise Assassin Utility 6 *There's nothing some make-up, a wig, and a fake beard cannot fix.*

Daily
Immediate Interrupt Personal
Effect: You can force a target to re-roll a Perception check when attempting to defeat your disguise.

Graceful Assassin Utility 6 *Nothing can slow you down with training and determination.*

At-Will • Martial
Minor Action Personal
Effect: You can ignore one square of difficult terrain.

Impossible Tracking Assassin Utility 6 *There is nowhere for your target to hide – you have a blood trail to follow.*

Daily • Bleeding
Minor Action Personal
Target: One creature
Prerequisite: You must have caused bleeding damage to the target prior to using this power.
Effect: You gain a +4 power bonus to any relevant skill use or skill challenge while tracking the injured target.

Level 7 Encounter Exploits

Choke Assassin Attack 7 *A chop to the neck causes your opponent to gag and clutch his throat.*

Encounter • Martial
Standard Action Melee 1
Target: One creature
Attack: Intelligence vs Fortitude
Hit: 2d4 + Strength modifier damage and target is dazed (save ends)
Marked Target: The marked target must make two saves.

Forgotten Blade Assassin Attack 7 *You follow through with your second attack and leave your weapon where it strikes... in his chest.*

Encounter • Martial, Weapon
Standard Action Melee weapon
Requirement: You must be using your Twin Blades class feature.
Target: One creature
Attack: Strength vs AC
Hit: 1[W] + Strength modifier damage
Secondary Attack: Dexterity vs. AC
Hit: 1[W] + Strength modifier damage plus 1d4 ongoing damage (move action to remove)

Poison Arrow Assassin Attack 7 *While your initial shot might not kill him, the deadly poison of the arrowhead surely will.*

Encounter • Martial, Poison, Weapon
Standard Action Ranged weapon
Target: One creature
Attack: Dexterity vs AC
Hit: 1[W] plus 3 ongoing poison damage (save ends)

Wool Over The Eyes Assassin Attack 7 *Use loose clothing to your advantage, yank them over your opponent's face and hit them while they're pulling it back down.*

Encounter • Martial
Standard Action Melee 1
Target: One creature
Attack: Intelligence vs Reflex
Hit: The target is blind until the start of his next turn.
Secondary Attack: Strength +4 vs. AC
Hit: 2[W] + Strength modifier damage

Level 9 Daily Exploits

Collapse Assassin Attack 9 *An inattentive opponent leaves himself open to his surroundings, such as the table behind him.*

Daily • Martial, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Strength vs AC
Hit: 2[W] + Strength modifier damage and you push the target up to 2 squares.
Secondary Attack: Intelligence vs. Fortitude
Hit: 2d6 + Strength modifier damage and the target is prone

Smoke Bomb Assassin Attack 9
A concoction of your own, the smoke bomb explodes into a puff of toxic fumes.

Daily • Martial, Poison, Weapon
Standard Action Area burst 1 within 10 squares
Target: All creatures in the burst
Attack: Dexterity vs Fortitude
Hit: 2d6 damage plus 2 ongoing poison (save ends) and target is stunned until the start of his next turn

Spinning Blades Assassin Attack 9
You crouch down and make an impressive leap in the air over your opponents, spinning your weapons in all directions to cut them down.

Daily • Martial, Weapon
Standard Action Close burst 1
Target: All creatures in burst
Attack: Dexterity vs AC
Hit: 1[W] + Strength modifier damage

Toss Around Assassin Attack 9
A quick spin-around attack to one opponent throws him into a crowd of others.

Daily • Martial, Weapon
Standard Action Ranged 3
Requirement: Your first attack must be made against an adjacent target.
Target: Two targets (one melee, one ranged)
Attack: Dexterity vs Reflex
Hit: 1[W] + Intelligence modifier damage and you slide the target up to 2 squares
Secondary Attack: Strength vs. Reflex
Hit: 1[W] + target's Strength modifier damage and both targets are knocked prone

Level 10 Utility Exploits

Blood Rage Assassin Utility 10
Your face is covered in the blood of your enemies and there is a glint of insanity in your eyes.

Encounter • Fear, Gaze
Minor Action Close blast 2
Target: All creatures in blast
Attack: Intimidate vs Will
Hit: Each target is frightened (save ends).

Courteous Escape Assassin Utility 10
Sometimes, violence can never replace a polite unexpected smile or wink.

Encounter • Gaze
Minor Action Ranged 2
Target: One creature
Attack: Charisma vs Will
Hit: The target is surprised until the start of his next turn.

Dangerous Pick Assassin Utility 10
Dodging a killing blow, you slip your hand into his pocket and snatch your prize.

Daily • Martial
Minor Action Melee 1
Requirement: You must be trained in Thievery.
Target: One creature
Effect: You can pick the pockets of your opponent during combat with a Thievery check then slide 1 square.

Ear to the Ground Assassin Utility 10
It's interesting how much you can learn from the right people.

Daily
Immediate Interrupt Personal
Prerequisite: You must have successfully completed a Streetwise check or skill challenge using Streetwise to learn about your marked target.
Effect: You can force the marked target to re-roll one skill check or attack against you.

Level 13 Encounter Exploits

Kill the Guard Assassin Attack 13
As your target tries to hit you, a quick side step and he takes out his own bodyguard instead.

Encounter • Martial
Immediate Interrupt Melee 1
Requirement: There must be a second target adjacent to you.
Target: One creature
Effect: You shift 1 square and force the target to attack another target adjacent to your original position. All effects of the primary target's attack will affect the second target, including missed attacks.
Marked Target: All sustained conditions will continue to affect the second target for one additional round.

Pin Assassin Attack 13
You use your off-hand weapon to pin your target's arm to the wall or a table.

Encounter • Martial, Weapon
Minor Action Melee or Ranged weapon
Prerequisite: You must use your Twin Blades attack.
Target: One creature
Attack: Dexterity vs Reflex
Hit: The target is pinned against an adjacent object or wall and is immobilized (move action ends).

Ranged Disarm Assassin Attack 13
The attack barely misses you, but you fire an arrow at his hand and disarm him.

Encounter • Martial, Weapon

Immediate Reaction Ranged weapon

Trigger: The target misses an attack and does not inflict any damage.

Target: One creature

Attack: Dexterity vs AC

Hit: 2[W] + Intelligence modifier damage and target is disarmed

Level 15 Daily Exploits

Mimic Assassin Attack 15
Turn the tables by using your opponent's attack against him.

Daily • Martial, Weapon

Standard Action Special

Requirement: An opponent must have missed you in the previous round with the attack you are attempting to replicate.

Target: One creature

Attack: Same as missed attack

Hit: You can make the same attack against your opponent, thereby copying his attack power. The attack power must be a level equal to or lower than your own, it must be a martial power and all requirements must be met to replicate this power. You cannot replicate any damage type unless your weapon is able to inflict that damage type already. For example, you cannot inflict fire damage on the target unless your weapon can already produce fire damage on its own.

Regardless of the type of action the original power requires, *mimic* will always use a standard action.

Spill Entrails Assassin Attack 15
You stab your opponent in the stomach and cause him to bleed profusely onto the ground.

Daily • Bleeding, Martial, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Strength vs Fortitude

Hit: 3[W] + Strength modifier damage plus 5 ongoing bleeding damage (save ends)

Switch Mark Assassin Attack 15
There is another who needs your full attention at the moment...

Daily • Martial

Minor Action Area 1 target within 5 squares

Effect: You can switch your marked target ability to another target until the end of the encounter or the target dies. You cannot restore the mark against the original or previous marked target until after you have taken an extended rest.



Level 16 Utility Exploits

Beating the Fear Assassin Utility 16
A quick punch to the gut can sometimes get the message across.

Daily • Martial

Minor Action Melee 1

Requirement: You must be trained in Intimidate.

Target: One creature

Effect: You gain a +4 power bonus to all Intimidate checks on the target until the end of the encounter.

Deep in the Past Assassin Utility 16
Hunting your quarry has lead you to some juicy information that can come in handy later.

Daily

Free Action Personal

Requirement: You must be trained in History.

Effect: You gain a +4 power bonus to all Wisdom- and Charisma-based checks against the marked target.

Name Drop Assassin Utility 16
Nothing gets a better result like spreading your name around town.

Daily

Free Action Personal

Effect: You gain a +5 bonus to all Streetwise checks when gathering information on your marked target.

Psyche Assassin Utility 16
Never trust the first swing...

Daily • Martial

Minor Action Melee 1

Target: One creature

Attack: Wisdom vs Will

Hit: On the start of their next turn, you force your target to re-roll his initiative for the remainder of the encounter. The target must use the new initiative roll regardless of the result and does not gain any additional bonuses from his initial roll.

Level 17 Encounter Exploits

Drop Target Assassin Attack 17
One shot to the back of the neck can bring any man down.

Encounter • Martial, Weapon
Standard Action Melee or Ranged weapon
Target: One creature
Attack: Strength vs Fortitude
Hit: 3[W] + Intelligence modifier damage and you gain combat advantage against the target on your next turn for one round
Marked Target: If the marked target is bloodied, roll your damage as if it were a critical hit. You cannot substitute a hit with this power with a second off-hand attack.

High and Low Assassin Attack 17
Simultaneously, you kick his shin and strike him across the face.

Encounter • Martial, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Dexterity vs Reflex
Hit: 1[W] + Strength modifier damage and target is slowed (save ends)
Secondary Attack: Strength vs. AC
Hit: 2[W] + double Strength modifier damage

Wrap Around Assassin Attack 17
You grab your opponent by the head, wrap it under your armpit, and bring your weapon down on his back.

Encounter • Martial, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Dexterity vs Reflex
Hit: 3[W] + Dexterity modifier damage and you grab the target. If you have already grabbed the target, he is restrained instead of immobilized until he escapes your grab. The target can attempt to grab as normal.

Level 19 Daily Exploits

Awkward Bend Assassin Attack 19
Your opponent is flopped down to the floor. You jab your foot in his back and bend his wrist painfully.

Daily • Martial, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Intelligence vs Reflex
Hit: 4[W] + Strength modifier damage and target is prone.
Secondary Attack: Strength vs. Will
Hit: 1d6 + Strength modifier damage plus 1 ongoing damage and the target is immobilized. The target must escape from your grab in order to free himself and remove the ongoing damage.
Marked Target: Takes 2d6 + Strength modifier damage plus 2 ongoing damage from the secondary attack.

Down the Hatch Assassin Attack 19
You force a small object down his throat, causing him to choke violently.

Daily • Martial, Implement, Weapon
Standard Action Melee 1
Target: One creature
Attack: Dexterity vs Fortitude
Hit: 2[W] + Intelligence modifier damage and the target is immobilized
Secondary Attack: Wisdom vs. Will
Hit: 3[W] + Intelligence modifier damage
Implement: You can use any number of throat sacks to set the damage of this power and provide ongoing damage.

Swinging Blade Assassin Attack 19
Leaping across the room, your weapon catches an unsuspecting opponent off guard and sends him flying across the room.

Daily • Martial, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Strength vs AC
Hit: 5[W] + Dexterity modifier damage and you slide up to 2 squares. The target is pushed a number of squares equal to your Strength modifier. If an obstacle (including a creature) interferes with the push, both the target and the obstacle take 1d8 points of damage and the target ends its movement in the square originally occupied by the obstacle while the obstacle is pushed back 1 square and knocked prone (if possible).
Miss: You slide up to 2 squares.

Level 22 Utility Exploits

Disappearing Act Assassin Utility 22
You need only a fraction of a second to slip out of sight, hide in an impossible place, and make your target think you have disappeared.

Daily • Martial
Minor Action Personal
Prerequisite: You must succeed on a Stealth check against all targets with line of sight of you.
Effect: Slide up to an adjacent object. You are able to vanish from sight of your opponents. When you next move, you can take a double move as a standard move action.

Drunken Disguise Assassin Utility 22
When guards approach, acting drunk is the best defense without drawing your knife. Or just before...

Daily
Minor Action **Personal**
Effect: Make a DC 27 Bluff check. You can act inebriated with incredible believability and gain a +5 bonus to all Bluff checks and other skill checks utilizing your act. Attacking an enemy while in this state makes them surprised if they fail their Sense Motive roll.

Ghost Noise Assassin Utility 22
A quick of the wrist tosses a small flash bomb in the corner, distracting the guards for just the right amount of time.

Encounter
Minor Action **Close** burst 5
Target: All creatures in burst
Prerequisite: Intelligence vs Will
Hit: You can take a move action and make a Stealth check in plain sight of all affected targets in the burst.

Level 23 Encounter Exploits

Flash of Scalp Assassin Attack 23
He can hide behind that wall all he wants. All you need is a head to poke around the corner and he's dead.

Encounter • Martial, Weapon
Standard Action **Ranged** weapon
Requirement: The target must be using cover.
Target: One creature
Attack: Dexterity +2 vs AC
Hit: 2[W] + Dexterity modifier damage

Necktie Assassin Attack 23
Pulling out of a grapple, your blade slides across his throat and spills his life onto his boots.

Encounter • Bleeding, Martial, Weapon
Standard Action **Melee** weapon
Prerequisite: You must be in a grapple with the target at the start of your round.
Target: One creature
Attack: Dexterity vs Fortitude
Hit: 3[W] + Intelligence modifier damage and 5 ongoing bleeding damage (save ends) plus you shift one square. You are released from the grapple.
Marked Target: The target is prone.

Spinning Back Kick Assassin Attack 23
You leap in the air over your opponent and strike him in the back of the head before landing safely on the other side of him.

Encounter • Martial, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Dexterity vs AC
Hit: 3[W] + Dexterity modifier damage and you shift to a flanking position of the target.
Marked Target: Damage increases to 4[W].

Level 25 Daily Exploits

Adrenaline Kill Assassin Attack 25
Heart pumping with the force of a dozen steeds, you yank the knife from his back and lunge towards your next target.

Daily • Martial, Weapon
Immediate Reaction **Melee or Ranged** weapon
Trigger: You killed another creature in the same round.
Target: One creature
Attack: Strength vs AC
Hit: 2[W] + Strength modifier damage and the target is pushed two squares and weakened (save ends) plus you can shift one square to reach your target prior to the attack roll
Miss: Half damage and the target is pushed two squares.

Shot to the Jugular Assassin Attack 25
The arrow graces across the neck, cutting deep enough to draw massive amounts of blood from a gurgling target.

Daily • Bleeding, Martial, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Dexterity vs Reflex
Hit: 4[W] + Dexterity modifier damage plus 10 ongoing bleeding damage (save ends)
Miss: Half damage and the target is stunned (save ends)

Silent and Deadly Assassin Attack 25
A defenseless target is the perfect target.

Daily • Martial, Weapon
Standard Action **Melee or Ranged** weapon
Requirement: The target must grant combat advantage.
Target: One creature
Attack: Dexterity vs Reflex
Hit: 6[W] + Dexterity modifier damage and you treat the target as prone.
Miss: Half damage and the target is not considered prone

Level 27 Encounter Exploits

Cut Off Assassin Attack 27

A knife to the hand makes his sword useless and pinning his hand to the wall makes him helpless.

Encounter • Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Intelligence vs Reflex

Hit: 3[W] + Strength modifier damage and the target is immobilized (minor action to remove)

Secondary Effect: The target suffers a -2 penalty to attacks until the end of the encounter.

Secret Knockout Assassin Attack 27

Your precision in humanoid anatomy can also cause the guards to think the mark is dead...

Encounter • Martial, Weapon

Standard Action Melee or Ranged weapon

Prerequisite: The target must be bloodied.

Target: One creature

Attack: Dexterity vs Fortitude

Hit: 3[W] + Intelligence modifier damage

Secondary Effect: If the target will be killed by the attack, he is instead unconscious at 0 hp. For every negative hit point the target would have received, he remains unconscious for one additional round.

Marked Target: The target remains unconscious until you choose to wake him up (maximum of one hour).

Stabbing Fury Assassin Attack 27

You pierce your foe in the chest repeatedly with sudden thrusts and rapid-fire accuracy.

Encounter • Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Dexterity vs AC

Hit: 5[W] + Strength modifier damage

Level 29 Daily Exploits

Extreme Drop Assassin Attack 29

In one fluid motion, you force your opponent to fall on his own weapon.

Daily • Martial

Standard Action Melee 1

Target: One creature

Attack: Intelligence vs Will

Hit: 5[W] + Strength modifier damage and target is prone and immobilized

Miss: Half damage and target is prone

Special: You must use your target's weapon for damage rolls.

Impossible Kill

Assassin Attack 29

There is one sure-fire spot to make the perfect kill – the heart.

Daily • Martial, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Dexterity vs AC

Hit: 8[W] + Dexterity modifier damage

Miss: Half damage

Marked Target: 9[W] + Strength modifier damage

Zipper

Assassin Attack 29

A knife low to the groin is turned from within and pulled upwards to the chest.

Daily • Bleeding, Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs AC

Hit: 5[W] + Strength modifier damage and 10 ongoing bleeding damage

Marked Target: 6[W] + Strength modifier damage and 15 ongoing damage



Paragon Paths

Poisoner

"There's no end to how I can kill you. Slip a little in your tea, place a drop down your throat while you sleep, or coat my knife with it and stab you in the back."

Prerequisite: Assassin class, a slick sheath for one particular weapon (see Unique Weapons for details)

Your training has focused on the use of poison, the hidden art of death, immobilization, pain, sleep, or some magical effects to wipe your target from the face of the earth. Useful in combat or subtle sleights of hand in a person's drink, there are any number of ways for you to kill your mark now.

Poisoner Path Features

Poison Switch (11th level): You can substitute ongoing bleeding damage with ongoing poison damage as a minor action with any assassin powers.

Master of the Unseen (11th level): When you spend an action point, you can plant a deadly drop of poison into a target's drink, food, or other appropriate item. This feature allows you to perform any minor action as a free action without the need for any skill check.

Poison Mastery (16th level): You can force a target to re-roll a saving throw once per day and use the lower of the two rolls.

Poisoner Exploits

Body Toxin Poisoner Attack 11
The body carries its own toxins. When struck in the right place, they burst into the bloodstream and slowly kill its host.

Daily • Poison, Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Intelligence vs Fortitude

Effect: 3[W] + Intelligence modifier poison damage

Delayed Effect Poisoner Attack 12
You allow the poison to take its course naturally and set it when the target least suspects it.

Encounter • Poison, Martial

Immediate Reaction Melee

Trigger: You have just inflicted poison damage on a target.

Target: One creature

Effect: Roll 1d10. The poison damage does not take effect until that many rounds have passed or you may choose to have the effect kick in at any round prior to this roll.

Poison Burst Poisoner Attack 20
Your blade digs into the flesh at the perfect point, unleashing the toxin through his body so quickly that he doesn't stand a chance.

Daily • Martial, Poison, Weapon

Immediate Interrupt Melee weapon

Trigger: When you gain a critical hit on a target.

Target: One creature

Effect: All damage inflicted is poison damage. Any ongoing damage is negated, regardless of its type.

Suicide Striker

"I have taken an oath - to have you dead no matter the cost to my own life."

Prerequisite: Assassin class

For this style of assassination, there is honour and pride in the death of a target. Generally found within shadow societies of powerful and evil religions, the suicide striker put himself at great risk to bring down his mark without any expectation of surviving.

Suicide Striker Path Features

Blood Rush (11th level): When you become bloodied, you gain an action point. Once this happens, you cannot use a healing surge until the end of the encounter.

Twin Blade Mark (11th level): You can use your off-hand twin blade attack against the marked target as a critical hit if successful.

Last Minute Effort (16th level): You can redeem an action point to remain conscious in negative hit points. For example, if you have one action point, you continue to fight until you reach -1 hp. Once you fall past this new level, you will fall unconscious as if you were dropped to 0 hp as per the standard rules.

Suicide Strike Exploits

Twin Burst Suicide Striker Attack 11
Both blades swirl in a circle around you, cutting down your marks and his bodyguards simultaneously.

Encounter • Martial, Weapon

Standard Action Close burst 1

Requirement: You must wield two weapons.

Target: Any creatures within the burst.

Attack: Strength vs AC

Effect: 2[W] + Strength modifier damage

Sudden Shift Suicide Striker Attack 12
Before anyone even knows you're there, you push your way through and start swinging.

Encounter • Martial

Move Action Personal

Effect: You can shift up to 3 squares and push any blocking creatures by 1 square.

Huddle & Explode Suicide Striker Attack 20
Crouching down, you allow your foes to bowl over you before snapping back up with a roar of absolute rage from your throat.

Daily • Martial, Weapon

Standard Action Close burst 1

Target: All creatures within the burst.

Attack: Strength vs Fortitude

Effect: 4[W] + Strength modifier damage and all targets are pushed 2 squares

Miss: Half damage and all targets are pushed 1 square.

Hood

"I've been here the entire time, waiting in disguise. You trusted me, brought me into your fold, and lead your guard down when no one was around. Only now as you die can you see how you never stood a chance."

Prerequisite: Assassin class

Hoods are a specific breed of assassin: they maximize their knack for disguise and infiltration to stand side-by-side with the marked target for weeks

at a time before killing them when they least suspect it. Once the mark is dead, nothing but mysteries remain and the assassin gets away clean.

Hood Path Features

Ultimate Infiltration (11th level): You can use Bluff, Intimidate, or Diplomacy as a trained skill against your marked target.

Recovery (11th level): You can spend an action point to force an opponent to re-roll a Perception check against you or to re-roll your own Bluff check.

Unsuspecting Advantage (16th level): You gain combat advantage against your marked target at all times.

Hood Exploits

Learning Curve Hood Attack 11
During your time with the mark, you have picked up on his fighting style and learned how to slip past it.

Encounter • Martial

Immediate Reaction Personal

Trigger: When the marked target attacks you.

Effect: You negate all combat bonuses granted to the marked target for his attack.

Psyche Out Hood Attack 12
Your sudden turn against your "allies" has left them stunned and weak to your attacks.

Encounter • Martial

Minor Action Close burst 2

Target: All creatures within the burst

Attack: Charisma vs Will

Hit: All targets grant you combat advantage (save ends).

Paralyzing Reminder Hood Attack 20
Before he can retaliate, you remind him of his pretty young wife and stab him, as he stands there stunned.

Daily • Martial, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Intelligence vs Will

Hit: The target is surprised until the start of his next turn.

Secondary Attack: Dexterity vs. Reflex

Hit: 4[W] + Strength modifier damage

Feats

Arrow Retrieve

Prerequisite: Arrow Stab

Benefit: As a minor action, you can notch the arrow after using it with Arrow Stab and fire a shot with a -4 penalty.

Arrow Stab

Prerequisite: Proficiency in any ranged weapon

Benefit: You can use ammunition, such as arrows or bolts, as a melee weapon without penalties.

Broken Bones

Prerequisite: Use of a hammer, mace, staff, or unarmed weapon

Benefit: You can inflict standing ongoing damage instead of bleeding damage listed with a power.

Gaping Wound

Prerequisite: Must use a power or item with the bleeding keyword.

Benefit: You can now affect elementals and constructs with bleeding damage.

Martial Killer

Prerequisite: Str 13+

Benefit: Your unarmed strike damage is 1d6.

Neck Snap

Assassin

Prerequisite: Str 13+, assassin class, Martial Killer feat, combat advantage against a target

Benefit: You can use any daily power barehanded against a target with the same damage dice as your largest weapon.

Multiclass Feats

Prone Killer

Multiclass

Prerequisite: Wis 13+

Benefit: You gain the Prone Kill class feature of the assassin. You can also choose one 1st level at-will assassin power once per encounter.

Second Hand Tactics

Multiclass

Prerequisite: Dex 13+

Benefit: You can use the assassin's Twin Blades class feature. You can also choose one 1st level at-will assassin power once per encounter.

NPC Template

It goes without saying that assassins are rather indiscriminate about their targets and are willing to let their greed outweigh their conscience, making it likely the PCs may face an assassin's blade at some point in their career. For this, there is the assassin template provided below

ASSASSIN

Power Source: Martial
Assassin Elite Skirmisher

Defenses: +1 Reflex, +1 Will

Saving Throws: +2

Action Point: 1

Hit Points: +8 per level + Constitution score

Weapon Proficiency: Simple melee, military melee, unique melee, simple ranged, military ranged, unique ranged

Armour Proficiency: Cloth, leather

Trained Skills: Stealth and Streetwise

Class Features: Prone Kill, Twin Blades, Unique Weaponry, Marked Target

Unique Weapons

Infiltration demands small, undetectable weapons to complete the job when a barehanded neck snap is not enough. Snap sticks hide within the sleeve, waiting to be released with incredible force; flick knives slip out of canes, shoes, or other obscure objects; and garrotes unwound from a belt can avoid detection from even the strictest search. These are a few examples of the unique weapons carried by assassins. Each one, save for the slick sheath, is applicable for the Unique Weapon class feature and counts as a one of the unique weapons proficiency group.

Snap sticks: Attached by a strap around the wrist, a wooden stake is pulled back on a spring connected to a cord held between two fingers. A slight pull of the cord (minor action) launches the stake from the spring and deep into the target's chest. They can be built to completely eject the stake or keep it within grip for further use in combat. Depending on the mark, some assassins use metal or silver stakes and they are perfect for injecting poison.

Flick knives: Tucked inside a hollow object or slid under a flat one, these blades are connected to a similar spring as snap sticks which are sensitive to sudden movement. Just a quick flick of the wrist, ankle, or item as a free action fires the blade into full view. Small flick knives can do little but scratch, but are incredibly useful in injecting poison. Regular flick knives have the capacity of a dagger and can cause some serious damage to the unexpected.

Garrote: Really nothing more than a strong cord or chain, garrotes can be rolled up tight and hidden underneath layers of clothing with little chance of detection (adds +5 to any Search checks). Combatants must enter a grapple and the garrote is used to choke the target (replacing your standard grappling damage).

Flash box: Built to resemble ordinary household objects (even duplicating existing pieces), these are packed with alchemical powders to create a deadly blast or a flash of white to make a clean getaway. Blast ranges can be modified with a +2 modifier per additional square of range for an extra 25% to the overall price per additional square.

Slick sheath: Replacing an ordinary sheath, these are coated with a contact poison inside. Each time a weapon is drawn from a slick sheath, it is coated with enough poison to cause ongoing 2 poison damage with a critical hit. Once the weapon makes its mark, it must be returned to the slick sheath for recoating. (This unique item does not count towards an assassin unique weapon proficiency bonus.)

Heavy: A "heavy" is a replica of a household object made from solid iron, bronze, or stone. Capable of inflicting wicked damage across a temple, they appear mundane to sentries searching all visitors to a well-protected complex.

Rope knives: Wound around the waist to appear as a poor man's belt, it becomes a potent tool in the hands of a trained combatant. With a reach of 1, it grants ample opportunity to strike a foe before you are struck first.

Throat sacks: Traditionally made from a thin leather or wrapped in leaves, these tiny balls filled with powders, poison, or even water can be quickly shoved down a target's throat and cause them to cough. Placing them in the throat requires you to be in a grapple (or using a power such as Down the Hatch) and make a Dexterity vs Fortitude attack to immobilize the target (save ends). Different throat sacks can inflict different types of ongoing damage, as listed in the chart below.

Weapon	Prof. 1	Damage 2	Range	Price	Weight	Group	Properties
One-Handed Unique Weapons							
Snap sticks	+2	1d6	2/5	15 gp	1 lb.	Light blade	Light thrown, load1, off-hand
Flick knives (small) 3	+2	1d2	-	8 gp	.25 lb	Light blade	Load1, off-hand
Flick knives (regular) 3	+2	1d4	-	12 gp	.5 lb	Light blade	Load1, off-hand
"Heavy"	*	1d6	-	2 gp	1 lb	Mace	-
Two-Handed Unique Weapons							
Garotte	+2	2d6	-	1 gp	1 lb	Unarmed	High crit
Rope knife	+2	1d4	-	5 gp	1 lb	Light blade	Reach
Area Unique Weapons							
Flash box	+2	1d8	-	3 gp	.25 lb	Special	Close burst 1
Other Unique Weapons							
Slick sheath	-	+2 ongoing poison	-	10 gp	-	-	-
Throat sacks	+2	1d4	-	5 sp	-	-	-
Poisonous	+2	1d4 + 1 ongoing poison	-	2 gp	-	-	-
Toxic	+2	1d4 + 1 ongoing acid	-	3 gp	-	-	-
Explosive	+2	1d4 thunder damage	-	3 gp	-	-	-
Foul	+2	1d4 + 1 ongoing necrotic	-	5 gp	-	-	-

(1) You must have the assassin's Unique Weaponry class feature to use this proficiency bonus.

(2) This is the standard damage for these items. Assassins use the damage rating multiplier listed with their Unique Weaponry class feature.

(3) these weapons can be used continuously, but must be reloaded before springing it back into action

Building a Unique Weapon

Assassins are an imaginative lot - their lives are spent reflecting on ways to kill and those creative with a forge, carving knife, or any other tool can conceive of very deceptive weapons. City guards treat known assassins with a heavy hand and never assume them to be unarmed for there is no telling how many poison darts, flick knives, or gaseous vials are stored in sleeves, pockets, or inside an assassin's mouth.

When you are building your own unique weapon, either as a permanent addition to your equipment list or for a special assignment, use those provided above as a basis. Most unique weapons appear as ordinary household objects at first and are particularly handy against active searches but do not grant any bonuses to Thievery or other skill checks - you must be able to foil another player with a description of the item or rely on the GM to follow your lead and have any NPC guards react accordingly. Most unique weapons will not withstand a full body cavity search and are only designed to avoid immediate suspicion.

As a default rule, any passive Perception check to notice a unique weapon on an assassin automatically fails while any active Perception check stands an equal chance of discovering without any bonuses granted to the assassin.

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DARK CLASSES

ASSASSIN

Assassins. No one wants us. Everyone needs us.

I've seen the dirty cartways and back alleys at their darkest. The sun becomes your enemy, a dagger is your best friend, and there is no end to the list of people who want to pay you back with your blood. Doesn't matter, because just when they hate you, they need you.

Someone's hard to get to and needs to be removed. Something accidental, so as not to arouse suspicion but can clearly send a message to others who is the boss in charge. Something like that is gonna cost a lot.

Good thing I'm available.

Dark Classes: Assassin provide a complete, new class for the 4th Edition of Dungeons & Dragons. Including over 70 new powers, paragon paths, feats, an NPC template, and unique weapons, this book presents a different direction to take your 4e game.

Designed by Todd Crapper

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