DUALINK

Officio Assasinorum Operative

Rogue Subclass



Warhammer 40K Edi

Officio Assasinorum Operative

Precision elimination. Target marking. Anti-psyker suppression. Surgical lethality. You are not a cutpurse or a burglar. You are a sanctioned weapon of the Imperium.

Temple Operative

When you choose this archetype at 3rd level, you gain the following features.

Assassin's Mark

As a bonus action, you mark one creature you can see within 60 feet. The mark lasts for 1 minute, until the creature drops to 0 hit points, or until you mark a different target.

While a creature is marked:

- You deal an extra 1d6 damage to it whenever you deal Sneak Attack damage.
- You ignore half and three-quarters cover against it.
- Your movement does not provoke opportunity attacks from the marked target.

You can use this feature a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.

Temple Training

Choose one temple. This choice reflects your specialization.

Vindicare - Sniper Adept

- Attacking at long range does not impose disadvantage on your ranged weapon attacks.
- When you hit a surprised

creature, the attack is a critical hit.

Callidus - Master Infiltrator

- You gain proficiency in Deception if you do not already have it, and double your proficiency bonus for checks made with it.
- You can cast disguise self at will, without material components.

Culexus - Psyker Hunter

- You have advantage on saving throws against spells.
- When a creature within 10 feet of you casts a spell, you may use your reaction to impose disadvantage on its spell attack roll or grant advantage on the saving throw against that spell.

Eversor - Shock Executioner

- When you reduce a creature to 0 hit points, you may immediately move up to half your speed without provoking opportunity attacks.
- Once per turn, when you deal Sneak Attack damage, you gain temporary hit points equal to your Rogue level.

Surgical Elimination

At 9th level, when you hit a creature affected by your Assassin's Mark and deal Sneak Attack damage, you may force it to make a Constitution saving throw. The save DC equals 8 + your proficiency bonus + your Dexterity modifier. On a failed save, the creature is stunned until the end of your next turn.

On a successful save, the creature is immune to this feature until the end

of your next turn.

You can use this feature a number of times equal to your proficiency bonus per long rest.

Execution Protocol

At 13th level, when you deal Sneak Attack damage to a creature affected by your Assassin's Mark that is below half its hit point maximum, you roll your Sneak Attack dice twice and use the higher total.

If the triggering attack is a critical hit, you also add your Rogue level to the damage.

Emperor's Hand

At 17th level, once per long rest, when you hit a creature affected by your Assassin's Mark, you may invoke the Emperor's sanction. The creature must make a Constitution saving throw against your Surgical Elimination DC.

On a failed save:

- It takes maximum Sneak Attack damage.
- It cannot cast spells until the end of its next turn.
- It is frightened of you until the end of your next turn.

On a successful save it takes normal damage.