

Nefarious Ways - Rogue

Archetypes

There is something admirable in the skill of a deftly-picked lock, some macabre fascination in the glint of moonlight on an unsheathed blade. Though we live our lives in sunlight, and lock our doors come dusk, part of the heart skips a beat at the thought of the world after nightfall. The scoundrels and rakes wake with the setting of the sun, vendors peddle illicit wares, and people go about their “business” — debauchery and devilry, with only the cold, distant stars to bear witness to their nefarious ways.

Hellion

An agitating rogue with a cruel disposition, the Hellion has a knack for upsetting people. In conversation, he is foul; in demeanor, disconcerting; in a fight, frightening. A hellion’s tongue is as sharp as his sword, and his glare is just as threatening. And he will use every edge to put his opponents off balance.

Bonus Proficiency

At 3rd level you gain the Intimidate skill, if you are not already proficient in it.

Sinister Strike

At 3rd level, when you inflict sneak attack damage on an enemy, you may select one creature that can clearly see you within 30 feet, including the victim of the sneak attack. The target must make a Wisdom saving throw, the DC for which is 8 + your proficiency bonus + your Charisma modifier, or become frightened of you until the end of your next turn.

You may use this ability a number of times equal to your Charisma modifier. Uses reset after a long rest.

Lurker

At 9th level, you have advantage on all Stealth checks while you are remaining still. In addition, when standing in dim light or darkness, enemies moving within 10 feet of you incur attacks of opportunity from you, even if you would not normally be able to reach them.

Malign Soul

At 13th level your depravity is too much for invading minds to bear. You have advantage on all saves against mind altering effects, as well as on Bluff checks.

Mean Streak

At 17th level, once per turn, when you successfully strike an opponent with a finesse melee weapon, or a ranged weapon within 30 feet, you deal additional damage equal to your Charisma modifier.

Bloodletter

A rogue with a fascination with blood. His talents lie in the science of exsanguination. Such anatomical knowledge is almost disconcerting: How does one learn to cut with such precision the hidden tideways of the mortal body?

Incision

Beginning at 3rd level, when you use a finesse weapon to inflict sneak attack damage on an enemy, you treat all 1s rolled on sneak attack damage dice as 2s.

Anatomical Analysis

At 9th level, you may use your action to carefully study a single, living target within 30 feet. The target makes a Wisdom saving throw, the DC for which is 8 + your proficiency bonus + your Wisdom modifier. If the target fails, your critical threat range increases by 1, to 19 - 20, against that opponent for the next 24 hours.

You may use this feature once per long rest. If you use this feature on a new target, you lose the Analysis bonus against the previous target.

Hemorrhage

Starting at 13th level, when you use a finesse weapon to inflict sneak attack damage on a living enemy, you may choose to make it a hemorrhaging strike. The target takes necrotic damage equal to 1d6 + your Wisdom modifier at the start of its next turn. If the target is the subject of Anatomical Analysis, the damage is increased by 1d6.

You must complete a short or long rest before using this feature again.

First Blood

At 17th level, you learn to strike quickly and decisively in every situation. Once per long rest, you may choose to take the first turn in initiative order, even if your initiative roll is not the highest. You have advantage on any attacks or skill checks performed in this turn. In subsequent turns, you use your initiative score as normal.

Myrmidon

A soldier of fortune, a whirlwind on the battlefield, the Myrmidon is well versed in warfare. His lack of heavy mail and pennants make him unassuming on the battlefield, but his swift blades and devilish fury can break lines of steel and sinew.

Knife Fighter

Starting at 3rd level, you are well-practiced with light blades. When wielding a dagger, shortsword, or scimitar in one hand, and no other item equipped in the other, you add 2 additional damage to your damage rolls.

This ability is not compatible with the Duelist fighting style.

Adrenaline Rush

At 9th level, you've learned to push your luck when you hold the upper hand. When you reduce an enemy to 0 hit points or score a critical hit with a melee attack, you may take a second turn immediately. This counts as a new turn for any effect that is usable, or degrades, once per turn. You must finish a long rest before using this feature again.

Soldier's Instinct

Beginning at 13th level, you have a preternatural sense for danger. At the start of any combat, you may designate one ally within 30 feet that can see and hear you. That ally gains an initiative bonus equal to your Wisdom modifier. In addition, you and that ally may each move up to 10 feet as an immediate reaction.

Line Breaker

At 17th level, you learn to use your enemies' numbers against them. Once per turn, you may treat an enemy as an ally for the purpose of flanking another opponent. An enemy used in this way becomes vigilant to this tactic if they have an Intelligence score of 6 or higher, and cannot be used this way again for 24 hours.

Brigand

Many rogues refine their talents on crowded, urban streets, learning to mask themselves amid cobblestones and throngs of people. The Brigand, however, thrives in the wild, targeting wealthy caravans and isolated estates before disappearing with trackless steps into the wilderness.

Practical Rogue

Starting at 3rd level, you have learned to prepare for the rugged paths and tradeways between cities, and the dangers that plague them. You gain proficiency in the Survival skill, if you do not already have it. You also gain proficiency with battleaxes and longbows. You may apply Dexterity to your attack and damage rolls with battleaxes when wielding them in one hand, but may not use them to inflict sneak attack damage.

Rough Terrain

At 9th level, you are accustomed to navigating harsh territory to put more distance between yourself and your pursuers. When you use your Cunning Action to Dash, you ignore movement penalties from natural sources of difficult terrain, such as broken earth, mud, snow, shallow water, and the like. In addition, Survival checks made to track you have disadvantage.

Camouflage

At 13th level, you have advantage on Stealth checks made in natural surroundings. In addition, you gain a +1 bonus to your Armor Class against ranged attacks when in areas of natural cover, such as woodlands.

Highwayman's Grit

At 17th level, your spirit is as unshakable as the dust from your boots. Once per long rest, when an attack reduces you to or below 0 hit points, you instantly gain temporary hit points equal to 1d6 plus twice your Constitution modifier (minimum 1). These temporary hit points last for 10 minutes, or until lost.

Cultist

The enigmatic, and often spurious, clergy of gods both noble and profane, cultists find little worth in homilizing to the masses. Instead, these fervent rogues weave ersatz marvels and administer divine judgment at the ends of their sharpened blades.

Strong Psyche

Starting at 3rd level, you have an unnatural force of will and personality. You gain a number of spell-like abilities as part of this Archetype. For these abilities, your Charisma is your spellcasting ability.

Jinx

Starting at 3rd level, you feel the work of the gods in every deed you do. You can use your Cunning Action to cast the Cleric spell *Bane* once per long rest.

Cursemonger

At 9th level, you can inflict the punishment of the gods on your foes. Once per long rest, when you strike an enemy with a finesse melee weapon you can choose to forgo all damage and instead inflict the *Curse* spell on the target. If you have advantage on the attack roll you use to inflict *Curse*, the target has disadvantage on the save against it.

Scourge

At 13 level, you may use the Jinx feature up to 3 times per long rest, and you may use the Cursemonger feature twice per long rest.

In addition, when you use a finesse melee weapon to inflict sneak attack damage on an enemy, the target must make a Wisdom save or take a penalty equal to your Charisma modifier to all healing received until the start of your next turn. A *Lesser Restoration* or equivalent spell also removes this effect.

Compelling Ringleader

At 17th level, once per turn, you can incite your companions with your revelatory beliefs. As a bonus action, you can choose one ally within 30 feet that can see and hear you, and grant them a bonus to their next attack and damage roll equal to half your Charisma modifier, rounded up.

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