

ROGUSH ARCHETYPES

Rogues have many features in common, including their emphasis on perfecting their skills, their precise and deadly approach to combat, and their increasingly quick reflexes. But different rogues steer those talents in varying directions, embodied by the rogue archetypes. Your choice of archetype is a reflection of your focus—not necessarily an indication of your chosen profession, but a description of your preferred techniques.

PAIN TASTER

Some relish in the lash of the whip and the cruelty of torture, but the pain tasters are by far the most depraved. Disturbed as they are, few pain tasters choose this archetype willingly; more often it is bestowed somewhat against the will of the recipient, usually after suffering through some terrible physical torture and developing an obsession with pain as a result.

The proclivities of the pain tasters are abhorrent to most societies, and rarely involve willing participants. However, some vile havens, such as the deep empire of the drow, provide steady work for torturers, breaking slaves of their will and interrogating prisoners for information. Just as often, the torture is for enjoyment, performed for the benefit of a drow nobleman or high priestess.

BONUS PROFICIENCIES

Beginning when you select this archetype at 3rd level, you gain proficiency in the whip and torturer's tools, a ghastly tool set which contains unspeakable implements used to inflict pain. With these tools, you gain proficiency on all checks made to torture an individual.

MASOCHISM

At 3rd level, you can inflict pain on yourself to cause it to others. At the beginning of your turn, you can deal 1d10 hit points of damage to yourself (which cannot be reduced). Until the end of your turn, your attacks deal an additional 1d10 damage.

SCOURGE

Starting at 9th level, you are a virtuoso of the whip. As a bonus action while you are holding a whip, you pull an object weighing under 10 lb. to your hand from up to 10 feet away. If the object is being held or carried, the target must make a Strength saving throw (DC equals 8 + your proficiency bonus + your Dexterity modifier), or be disarmed.

TORTURER

At 13th level, you are intimately familiar with the pain of others. You have advantage on any check made to torture a living creature. Additionally, you can draw out the agony for longer by inflicting minimal lasting harm, dealing as little as 1 damage for each hour to a creature you are torturing.

SADISM

Starting at 17th level, when an attacker that you can see hits you with an attack, you can use your reaction to attack them.

