

ROGUISH ARCHETYPE

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.

ROCKSTAR

With their ultra-cool look, lavish lifestyle and legions of adoring fans, it is no surprise that everyone wants to be a rockstar. Of the lucky few who do make it, most are charming rogues who leverage their superior charisma to the maximum, overpowering everyone in the room by sheer force of presence.

All rockstars are involved in the music business, but not all play rock music: it is entirely possible for a pop diva, legendary producer, or multi-talented celebrity to possess the hallmarks of this archetype.

HERO WITH A GUITAR

When you choose this archetype at 3rd level, you gain proficiency with the disguise kit and one musical instrument of your choice.

STAGE PRESENCE

Also at 3rd level, your flair and personal magnetism is so strong that people around have trouble focusing on anything else. You can use your bonus action to force a hostile creature within 30 feet of you that can see you to make a Wisdom saving throw (DC equals 8 + your Charisma modifier + your proficiency bonus) or be unable to target creatures other than you with attacks, spells or other abilities until the start of your next turn.

You can use this ability a number of times equal to your Charisma modifier and regain all expended uses when you finish a long rest.

THE POWER OF ROCK

When you reach 9th level, your fame (or infamy) is sufficient for you to overawe people simply by projecting the star power that dwells within you. If a creature succeeds on a saving throw you imposed on it or wins a contest against you, you can use this ability to reverse the result.

Once you use this ability, you can't use it again until you finish a long rest.

TRASH THE SET

By 13th level, your reckless abandon knows no bounds! As an action, you can wreck stuff up in a 15-foot radius around you, making the area into difficult terrain for everyone other than you. A 5-foot square feet of wreckage can be cleared as an action.

ENCORE

At 17th level, you save the best for last. At the end of each round of combat, after each creature in the turn order has acted, you can take one additional action. This action is not considered to be part of any turn; hence abilities that can be used 'on your turn' or 'once per turn' cannot be activated; nor do you get any additional movement, bonus actions, or object interactions.

