

ROGUISH 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.

INVISIBLE BLADE

Invisible blades are deadly fighters who prefer to use daggers and related weapons in combat. Their training and techniques with these weapons make them just as lethal as any well-armed fighter. Invisible blades enjoy cultivating misconceptions about the level of danger the present, and they relish any chance to demonstrate that the most unimposing weapons can be the most lethal. Thus, invisible blades are rarely impressed by how mighty their opponents appear.



BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you gain proficiency with the Deception skill. If you already have proficiency in this skill you gain proficiency in another skill from the rogue skill list.

BLEEDING WOUND

Beginning at 3rd level, while wielding a melee weapon, whenever you would deal damage with your Sneak Attack feature, you may choose to deal a Bleeding Wound, sacrificing any number of Sneak Attack damage dice, to a maximum of your Intelligence modifier. If, at the end of their turn, a creature has a Bleeding Wound, they take 1d4 damage for each die sacrificed in this way. A target may have more than one Bleeding Wound active at a time.

On their turn, a creature must make a Constitution saving throw to attempt to stop the bleeding. The DC for this saving throw is 8 + your Intelligence modifier + your Proficiency bonus. If successful, the target stops all bleeding wounds but still takes half damage this turn.

Constructs, elementals, and undead are immune to the effects of Bleeding Wound.

DISTRACTION

At 9th level, as a bonus action, you may attempt a Deception skill contest to feint an opponent within 10 feet. This contest is opposed by the opponents Insight skill check. If you succeed, you may move the target up to 10 feet in any direction. This movement may not move a creature through difficult terrain or into direct harm.

FEINT

At 13th level, when using your Distraction, instead of moving the target, you may choose to grant advantage to the next attack on the target.

SANGUINARY BREACH

Beginning at 17th level, you become a master at pinpointing an enemy's arteries and weak points. When you perform a Sneak Attack on a target that has a Bleeding Wound, you can designate this attack a Sanguinary Breach. If the attack hits, the creature must make a Constitution saving throw with a DC equal to 8 + your proficiency bonus + your Intelligence modifier. On a failed save, the creature takes twice the amount of bleeding damage this turn, and all Bleeding Wounds stop.