



TERRAN EMPIRE
Publishing
Presents:
Advanced
Archetypes



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ADVANCED ARCHETYPES

By: Robert Buckley

COMPATIBLE FOR



NEW FIGHTER ARCHETYPES - PG 5

NEW RANGER ARCHETYPES - PG 9

NEW ROGUE ARCHETYPES - PG 13

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FIGHTER

ARCHER - A ranged weapon specialist and deadly with a bow.

DRAGOON - A mounted warrior who leaps into combat.

JUGGERNAUT - An unstoppable heavy armor specialist.

SHIELD BEARER - A warrior who specializes in shield fighting.

TWIN BLADE MASTER - A duel wielding warrior who twirls two blades with ease.

ARCHER

Your skill with ranged weapons is well known, and you have dedicated your life to the pursuit of the perfect shot. You work day after day, honing your craft on ranges and hunting for game. When your talents are needed, you can be found on the battlefield, lending them to whichever side needs your precise shots.

BOWMAN

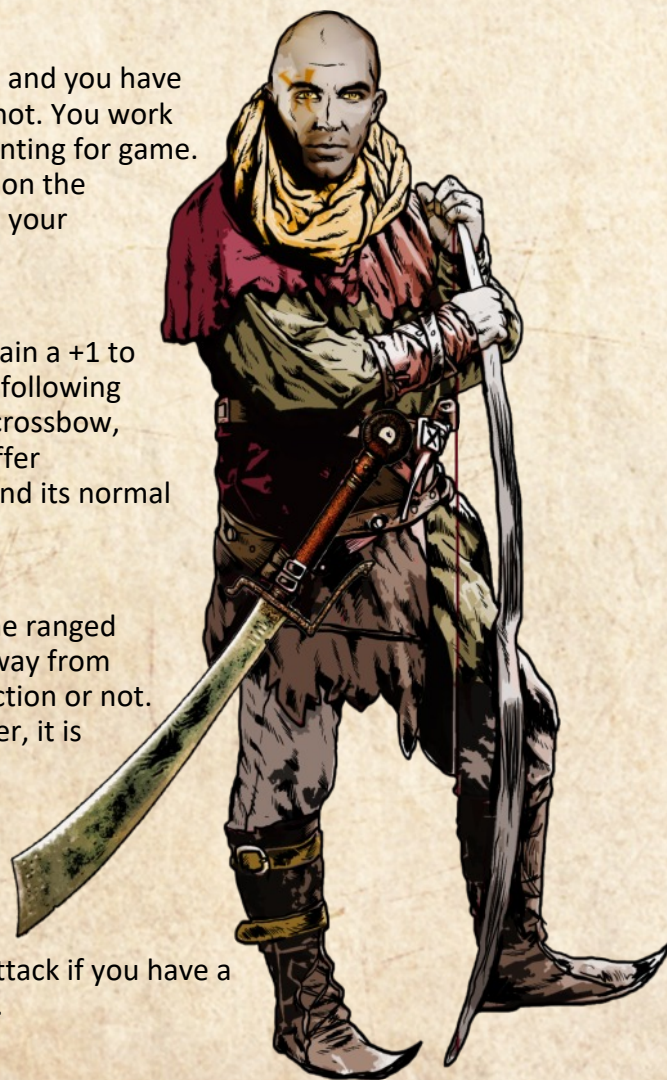
Beginning when you choose this archetype, you gain a +1 to attack rolls and damage when you use any of the following weapons: hand crossbow, heavy crossbow, light crossbow, longbow, shortbow. At level 10, you no longer suffer disadvantage for shooting a ranged weapon beyond its normal range.

PARTING SHOT

You are able to use your bonus action to make one ranged weapon attack after using your action to move away from melee combat, whether you use the Disengage action or not. This attack is not made at a disadvantage, however, it is made at a -2 penalty.

RAPID RELOAD

At level 7, you are able to use your full amount of attacks when wielding a weapon with the loading property. At level 15, you gain the ability to use your bonus action to make one ranged weapon attack if you have a ranged weapon readied and enough ammunition.



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EVASIVE MOVES

Upon reaching level 10, you gain +2 AC to incoming ranged weapon fire and +2 to your Dexterity saving throws that are allowed to avoid certain area effects.

DEVASTATING VOLLEY

At level 15, you can use your action to make ranged weapon attacks against any number of creatures within 10 feet of a point in your line of vision that is within your weapon's range. You must have ammo for each, as normal, and you must make a separate attack roll for each target. You score a critical hit on a natural roll of 17-20 while using this ability.

DRAGOON

Fighters who train as Dragoons often serve in the vanguard of large armies. They are natural leaders and masters of mounted combat, leaping into melee with reckless abandon, intent on destroying their enemies before they have a chance to figure out what is going on.

RUN THROUGH

Beginning when you choose this archetype, you are able to add $\frac{1}{2}$ of your proficiency bonus (rounded down) to the damage of a successful melee weapon attack using a piercing or slashing weapon while mounted. At level 10, you are able to add your full proficiency bonus to the damage.

INSPIRING BANNER

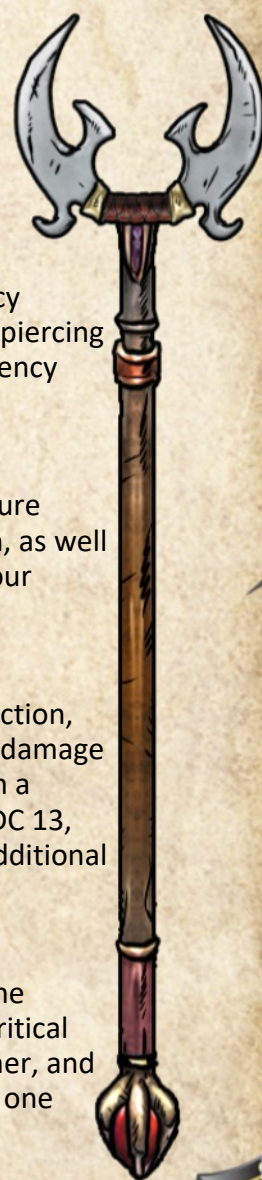
At level 7, you are able to brandish a personal banner that grants any friendly creature within 30 feet of it an advantage on saving throws to resist the *frightened* condition, as well as +1 to melee or ranged weapon attacks. Friendly creatures must be able to see your banner, and they cannot benefit from more than one inspiring banner at one time.

LEAPING STRIKE

Upon reaching level 10, you are able to vault into the air when you take an Attack action, delivering extra force to the blow upon landing. A successful strike deals additional damage equal to $\frac{1}{2}$ of your fighter level (rounded down). It is possible to use this ability from a mounted position, but you must first succeed in a Dexterity ability check against a DC 13, then succeed in a melee weapon attack as normal. If you are successful, you deal additional damage equal to your fighter level and your target is *stunned* for 1 round.

GREATER INSPIRING BANNER

At level 15, your banner now grants friendly creatures within 30 feet immunity to the *frightened* condition, +2 to melee and ranged attacks, and the ability to confirm a critical strike on a natural roll of 19 or 20. Friendly creatures must be able to see your banner, and they cannot benefit from more than one inspiring banner at one time. If more than one Dragoon is present, the highest level Dragoon's banner's features are used.



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JUGGERNAUT

Fighters who don heavy armor and place themselves in between hostile creatures and their allies are a special breed. Unstoppable and implacable, once their mind has been set upon a course of action, the Juggernaut endures any trial to do what must be done.

HEAVY ARMOR SPECIALIZATION

Beginning when you choose this archetype, you gain a +1 AC whenever you are wearing heavy armor and not using a shield. You are also able to add your Dexterity modifier (Maximum 1) while you are wearing heavy armor and not using a shield.

UNMOVABLE

At level 7, you gain immunity to any ability that pushes you or otherwise moves you without your consent. You also gain +4 to saving throws against magical effects and environmental effects such as high winds that attempt to move you with your consent.

STALWART

At level 10, you gain +2 to Constitution saving throws to resist disease and the *poisoned* condition. You also gain +4 to saving throws against fear, charm, and compulsion magic and abilities. When you reach level 15, you gain an additional +2 to resist disease and the *poisoned* condition, as well as advantage on saving throws against fear, charm, and compulsion magic and abilities.

UNSTOPPABLE

Upon reaching level 15, you are able to enter an unstoppable state when you succeed in a melee weapon attack. While in this unstoppable state of destruction, you gain +5 to your movement speed, +1 to your AC, and +2 to melee attacks for every successful melee weapon attack. You remain in this state until you make a ranged weapon attack, miss with a melee weapon attack, or you have successfully struck five times. At the end of your unstoppable state, all bonuses to your movement speed, AC, and melee attack rolls you earned from this feature immediately cease. You can enter this state as many times as equal to 1 + your Constitution modifier before a long rest.

SHIELD BEARER

Fighters sometimes choose to take extra time practicing advanced shield tactics. They learn to blend offense and defense in a perfect balance, giving them the ability to deliver deadly blows while blocking with devastating counters.

SHIELD SPECIALIZATION

Beginning when you choose this archetype, you gain +1 AC any time you are using a shield.

SHIELD BASH

Any time you take the Attack action on your turn, you can use your bonus action to make a shield bash as well. The shield bash is a melee weapon attack that does 1d6 bludgeoning damage. At level 15, you confirm critical hits with a shield bash on a natural roll of 19 or 20. You must have a shield equipped to use this feature.

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SHIELD BUFFET

At level 7, you are able to use your action to impede an adjacent creature, imposing a -2 penalty to that creature's attack rolls, as well as a -2 to their AC against attacks it receives until your next turn. You must have a shield equipped to use this feature.

BARRICADE

Upon reaching level 10, you can use your action to designate the square you are occupying, or a 5 foot square adjacent to you, as the area you are barricading. You and any friendly creature in the area you have designated gain +2 AC and half cover until your next turn. Your movement speed is reduced to 0, however, hostile creatures cannot move through the square you are barricading unless they can fly or have another talent that might allow them to bypass the barricade.

REACTIVE BLOCKING

At level 15, you are able to subtract an amount equal to your Dexterity modifier + your Strength modifier, if any, from any damage you sustain from nonmagical melee weapon attacks. It is possible to sustain no damage from an attack this way. You cannot use this feature if you do not have a shield equipped or if you are *stunned*, *paralyzed*, or otherwise incapacitated.

TWIN BLADE MASTER

Often training under great masters, those who wield twin blades believe two are always better than one. It is not uncommon to see fighters trained in this style wielding two longswords or similar weapons that others who are accustomed to fighting with two weapons could never wield.

TWIN BLADES

Beginning when you choose this archetype, you are able to use any one-handed piercing or slashing weapon, regardless of size, in your off hand. You are also able to draw or stow two one-handed piercing or slashing weapons at a time.

FOLLOW THROUGH

Upon reaching level 7, you are able to add +2 to an attack with your off-hand weapon if you first succeed in an attack with your main hand weapon. At level 15, the bonus increases to +3.

PARRY MISSILE

At level 10, you are able to use your reaction to swat away incoming ranged attacks. You must first make a melee attack roll. If your attack roll was higher than the attack roll of the ranged attack, you suffer no damage as a result.

DOUBLESTRIKE

Beginning at level 15, if your attack with your main hand weapon scores a critical strike, you may add the weapon damage from your off handed weapon to the total damage of the critical strike as if you automatically succeeded in the offhand attack. You can do this as many times equal to 1 + your proficiency bonus before a long rest.



RANGER

BEAST TAMER - A warrior who is attuned to the natural spirit of beasts.

FALCONER - An explorer who benefits from the companionship of a trained Falcon.

TREE WARDEN - A protector of the wild, especially forests and the animals they shelter.

BEAST TAMER

Rangers often have a strong affinity for animals, but the Beast Tamer goes above and beyond when it comes to fauna, forming a bond with multiple animal companions and feeling the very pulse of the natural world. Beast Tamers seldom stay in one place for long, preferring to explore as much of the Wild as they can, meeting and helping new beasts along the way.

TAMER COMPANIONS

At 3rd level, you gain two beast companion that accompany you on your adventures and are trained to fight at your side. You may choose from a selection of beasts that are no larger than Medium and that have a challenge rating of 1/2 or lower. Add your proficiency bonus to the beast's AC, attack rolls, damage rolls, and to any saving throws or skills it is proficient in. The creature's hit point maximum is equal to its normal maximum or four times your ranger level, whichever is higher.

The beasts obey your commands as best as they can. They takes their turns on your initiative, though they do not take an action unless you command them to. On your turn, you can verbally command the beast where to move (no action requires by you). You can use your action to verbally command it to take the Attack, Dash, Disengage, Dodge, or Help action. Once you have the Extra Attack feature, you can make one weapon attack yourself when you command the beast to take the Attack action.

While traveling through your favored terrain with no company outside of these companions, you can move stealthily at a normal pace. If the beast dies, you can obtain another by spending 8 hours magically bonding with another beast that isn't hostile to you, either the same type or different. At level 10, you gain an additional animal companion. This companion can be Large size or smaller, with a challenge rating of 1 or lower.

TAMER BONDING

Upon reaching level 7, you gain a greater bond with your animal companions. You are able to mentally communicate with your animal companions as long as they are within 100 yards of your position. Additionally, you are able to use your action to see through the eyes and other senses of one of your animal companions for a total of 10 minutes each before needed a long rest. You do not need to spend the minutes consecutively, and all spent minutes used this way are refreshed after a long rest. You now also raise the hit point total of your animal companions by 2 every time you gain a ranger level beyond level 7.

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ANIMAL SHAPE

Upon reaching level 11, you are able to transform yourself into a copy of one of your animal companions twice before needing a long rest. This ability functions much like Wild Shape, and while in animal form, you gain the following abilities:

- You can stay in beast shape for a number of hours equal to your Wisdom modifier. You revert to your normal form when the time expires unless you expend another use of this feature. You revert to your original form if you are ever dropped to 0 hit points or die.
- Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies in addition to gaining those of the creature. If the creature has the same proficiencies as you and the bonus in its stat block is higher than yours, use the creature's bonus instead.
- When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before transforming. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form.
- You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form.
- You retain any benefits from your class, race, or other sources and can use them so long as your new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form has it as well.
- You choose whether your equipment merges with your new form, is worn by it, or falls to the ground. Worn items function normally, but the GM decides whether it is practical for the new form to wear a piece of equipment based on the creature's size and shape. Your equipment does not change its shape or size to match the new form. Any equipment it cannot wear, or equipment you choose to not merge with the form, falls to the ground.

SUMMON ANIMAL HORDE

At level 15, you are able to summon a horde of animals to fight for you. You must first commune with nature in one of your favored terrains for at least 10 minutes. Once this is done, a horde (10d8+10) animals of any size, but of a challenge rating of 1 or lower, will arrive within 1d10 minutes. The animals will follow your every command for up to 1 hour + 1 hour per Wisdom modifier you have. They can be brought together only for some purpose that can be explained simply. They will fight for you, however, if more than 50% of the total number of animals are killed within the first hour of being summoned, the remainder will automatically earn the *frightened* condition unless you make a Charisma saving throw against a DC 15. You are able to do this once before a long rest. The animals that are summoned this way are regular examples of animals that can be found in the terrain you communed with nature in. For every 30 animals summoned this way, one will be a giant or dire version.



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FALCONER

Sometimes Rangers specialize in the training and raising of falcons, birds of prey capable of learning an impressive range of tricks. In addition to the expertise learned in the Wild, the Falconer excels as a hunter and outdoorsman.

FALCON COMPANION

At 3rd level, you gain a falcon that accompanies you on your adventures and is trained to fight alongside you. Add your proficiency bonus to the falcon's AC, attack rolls, and damage rolls, as well as to any saving throws and skills that it is proficient in. The falcon's hit point maximum equals its normal maximum or four times your ranger level, whichever is higher.

The falcon obeys your commands as best as they can. It takes its turn on your initiative, though it does not take an action unless you command it to. On your turn, you can verbally command the falcon where to move (no action requires by you). You can use your action to verbally command it to take the Attack, Dash, Disengage, Dodge, or Help action. Once you have the Extra Attack feature, you can make one weapon attack, yourself, when commanding the beast to take the Attack action.

While traveling through your favored terrain with only the falcon, you can move stealthily at a normal pace. If the falcon dies, you can obtain another by spending 4 hours magically bonding with another falcon that isn't hostile to you.

BIRD'S EYE VIEW

At level 3, whenever your falcon companion is within 1 mile of you, you gain +2 to ranged attack rolls and the ability to sense incoming danger, granting a +2 to Dexterity saving throws to avoid certain area effects.

DISTRACT

Upon reaching level 7, you gain the ability to use your bonus action to instruct your falcon to distract one creature. Until your next turn, the creature your falcon is distracting gains a -2 penalty to attack rolls and saving throws. This penalty increases to -3 at level 15.

WINGED FLIGHT

At level 11, you are able to transform your arms into wings, gaining a flying speed of 60 ft. You are unable to hold anything while your arms are transformed this way. The transformation lasts for 10 minutes + 5 minutes per Wisdom modifier. You can do this once before a short or long rest.

AERIAL SNIPER

Upon reaching level 15, so long as your falcon companion is within 1 mile of you, you gain advantage on ranged attack rolls within the first ranged increment. You are also able to extend the distance that you can fire a ranged weapon, increasing the distance of each ranged increment of a ranged weapon by 50 feet. You no longer suffer disadvantage when firing a ranged weapon beyond its normal range.



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TREE WARDEN

Rare are the Rangers who train in the ancient form of Greenwood Combat. After dedicating their lives to a forested home, Tree Wardens commune with their deity and beseech them to transform them into a being who can protect the Wild, as well as the plants and animals who rely on its sustenance.

BARKSKIN

Beginning when you choose this archetype, your skin becomes hard and bark-like, granting you +2 AC and resistance to slashing weapons, but also creating a vulnerability to fire damage. You are naturally buoyant, and while you can still drown, you cannot do so unless you are physically held underwater. Your gait becomes stiffer, and you consequently lose 5 feet to your base walking speed.

ROOTING

At level 7, you gain the ability to root yourself to the ground. Your movement speed reduces to 0, however, you heal 2 hit points every turn (4 hit points on bright, sunny days) and become immune to any ability that moves you without your consent. You gain +4 to magical spells and environmental effects that would attempt to move you without your consent. You must be rooted into dirt and soil for this ability to work.

CAMOUFLAGE

Beginning at level 11, you are able to use your action to blend in with your surroundings. Your form and coloring takes on the characteristics of the terrain around you. You gain +4 to any Dexterity (Stealth) skill check while this ability is active, and creatures have a -2 penalty to any Wisdom (Perception) skill checks to notice you. Any weapon attacks made while camouflaged hit with a +2 bonus against creatures who have not yet noticed your presence. Any creature hit by you is considered to know your position, and you cannot benefit from this ability against them unless you move to a new position. You can stay camouflaged for a number of rounds equal to your Wisdom modifier and can use this ability as many times equal to your Wisdom modifier before a short or long rest.

EXTRA ARM

Upon reaching level 15, you can grow an additional limb. This limb can be grown from your chest, under one of your arms, or out of your back. The extra limb ends in a hand with five fingers and is just as dexterous as your other appendages. Having a third limb grants you the following bonuses:

- +3 to grapple a foe and to resist the grapple condition
- +3 to Dexterity (Sleight of Hand) checks and Strength (Athletics) checks to swim or climb
- You can wield a third weapon or a shield with the extra hand. Attacks made from your third arm follow the rules for multiweapon fighting.

The extra limb remains for 1 hour + 1 additional hour per Wisdom modifier you possess. You can grow an extra limb twice before a short or long rest.



ROGUE

HIGHWAYMAN - A daring cad who robs marks on the road, then retreats back to town.

INVESTIGATOR - A sharp eyed Rogue who excels in interpreting clues.

SHARPSHOOTER - An eagle-eyes Rogue who plies their trade from rooftops and balconies.

SURVIVALIST - An outdoorsman who learns how to live off the land.

THUG - A brute who breaks legs for a living.

TRAP SMITH - A Rogue who excels at finding and disarming traps.

HIGHWAYMAN

Sometimes called brigands or bandits, these Rogues hone their craft along roadsides and byways, where they leap from concealed places to rob unsuspecting travelers. When the deed is done, they make their way back to civilization and expertly melt into the crowd.

AMBUSH

Beginning when you choose this archetype, you gain advantage on attack rolls against any creature that hasn't taken a turn in combat yet.

HIDE AMONG THE MASSES

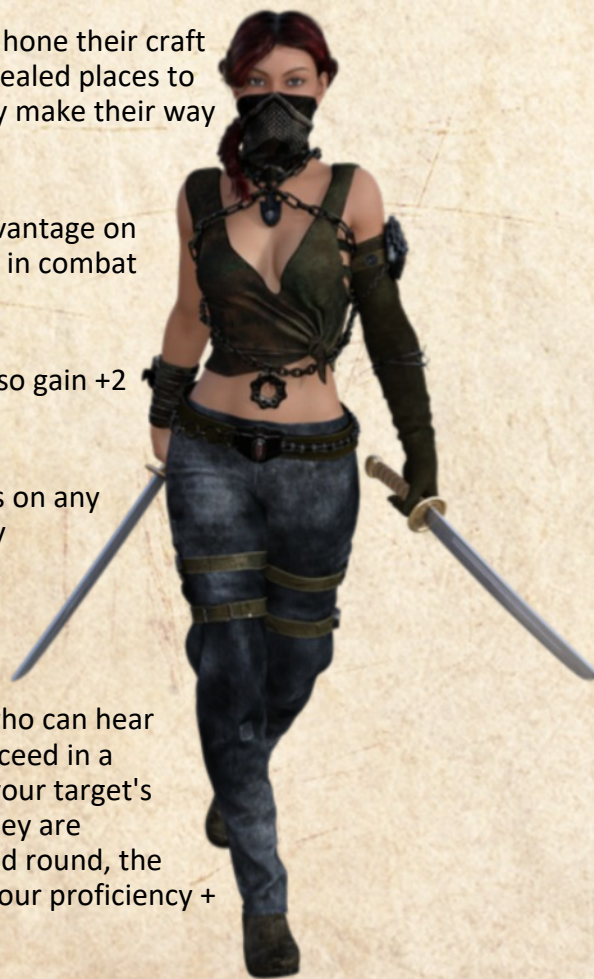
At level 3, you gain proficiency in the disguise kit. You also gain +2 to Dexterity (Sneak) checks to blend into a crowd.

MISDIRECTION

At level 9, you are able to double your proficiency bonus on any Charisma skill that you are proficient with, as well as any Charisma ability check.

EXPLOIT REPUTATION

Upon reaching level 13, your name has become synonyms with larceny and violence against those who try and stop you. You can attempt to cause a creature who can hear your voice and see you to become *frightened*. If you succeed in a Charisma (Intimidate) check against a DC equal to 10 + your target's Intelligence and Wisdom modifiers (if any) combined, they are considered *frightened* for 4 rounds. At the end of the 2nd round, the target can attempt a Wisdom saving throw against 8 + your proficiency + your Charisma modifier to shake off the condition.



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DEADLY OPPORTUNIST

At level 17, you are able to add your rogue level to the damage of successful opportunity attacks. You may do this as many times equal to your proficiency bonus before a long rest.

INVESTIGATOR

Not all Rogues work the shadows. Some ply their trade in service of the law, often in the employ of nobles or in the pursuit of a noble cause. Of course, not all Investigators work to uphold the law. Some find employ with crime bosses and evil cabals or they serve their own nefarious purpose.

SLEUTH

Beginning when you choose this archetype, you gain proficiency with the Investigation and Perception skills if you did not already possess them. You gain +2 to Intelligence (Investigation) and Wisdom (Perception) checks to notice things that are out of place or do not quite belong.

FACT CHECK

At level 3, you gain proficiency with the Insight skill if you did not already possess it. You gain advantage on Wisdom (Insight) checks to reveal false information and when detecting lies. This does not apply when the person being questioned does not know that they are speaking falsehoods.

SUPREME SNEAK

When you reach level 9, you have advantage on Dexterity (Sneak) checks if you move no more than half your speed on the same turn.

DIFFICULT TO CHARM

At level 13, you become increasingly difficult to charm or enchant with magic or spell abilities. You gain +4 to any saving throw to resist charm and compulsion magic. At level 17, you gain advantage to the save as well.

INCREASED REFLEXES

At level 17, you are able to add your proficiency bonus to your initiative score a number of times as equal to your Dexterity modifier (minimum 1) before a long rest. You also gain +2 to Dexterity saving throws to dodge out of the way of certain area effects.

SHARPSHOOTER

Some say those who kill from afar are the worst types of assassins. Sharpshooters, of course, understand that those who speak of “cowardice” and “honor” regarding their profession are just the inane musings of potential future targets.

SNIPER

Beginning when you choose this archetype, you gain a +1 to hit and damage when you use any of the following weapons: hand crossbow, heavy crossbow, light crossbow, longbow, shortbow. At level 9, you no longer suffer disadvantage for shooting a ranged weapon beyond its normal range.



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FAR SHOT

At level 3, you are able to increase the distance at which you can make a ranged weapon attack. You increase each range increment of ranged weapons you use by 10 feet per Dexterity modifier you possess (minimum +10 feet).

SUPREME SNEAK

When you reach level 9, you have advantage on Dexterity (Sneak) checks if you move no more than half your speed on the same turn.

CAMOUFLAGE

Beginning at level 13, you are able to use your action to blend in with your surroundings. Your form and coloring takes on the characteristics of the terrain around you. You gain +4 to any Dexterity (Stealth) skill check while this ability is active. Creatures have a -2 penalty to any Wisdom (Perception) skill checks to notice you. Any weapon attacks made while camouflaged hit with a +2 bonus against creatures who have not noticed your presence. Any creature hit by you is considered to know your position, and you cannot benefit from this ability against them unless you move to a new position. You can stay camouflaged for a number of rounds equal to your Wisdom modifier and can use this ability as many times equal to your Wisdom modifier before a short or long rest.

PIN DOWN

At level 17, you are able to use your action to pin down a number of creatures equal to your Dexterity modifier (minimum 1) who are within 30 feet of each other and within the normal range of the ranged weapon you are wielding. Until your next turn, when each designated creature moves, you get one free ranged weapon attack against them, regardless of if they took the Disengage action first or not. In addition, each creature you gain an opportunity attack on this way has their movement speed reduced by half until their next turn, whether you succeed in the ranged attack or not. You must have enough ammunition for each attack, and you must have a ranged weapon readied to use this feature. Using this ability temporarily suspends the rule for making more than one attack with a weapon that has the loading property per turn while it is active.

SURVIVALIST

Sometimes, a Rogue finds themselves in the Wild, forced to learn to live off the land or quickly become a permanent fixture of the terrain. Whether they find themselves in frigid arctic wastes, blistering deserts, or barren wastelands, the Survivalist uses their training to ensure their success and to live at least one more day.

HARDY

Beginning when you choose this archetype, you become proficient with the Survival skill if you did not already possess it. You gain +2 to saving throws to resist the *stunned* and *unconscious* condition, as well as saves to resist exhaustion.



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HOLD BREATH

At level 3, you are able to hold your breath, either underwater or to stave off the effects of harmful gasses, for up to 10 minutes or for an additional 10 minutes if you were already able to hold your breath a certain length of time. You gain an +4 to Dexterity (Sneak) checks to successfully hide if you are holding your breath as well.

HAMSTRING

At level 9, you are able to forgo 2d6 of your Sneak Attack damage and instead force your target to make a Dexterity saving throw against 8 + your proficiency + your Dexterity modifier. On a failed save, their movement speed is reduced by half for 1d6 rounds.

CAN'T KEEP DOWN

Upon reaching level 13, you become immune to the *stunned* condition and gain +4 to saving throws to resist being knocked *prone*, *unconscious*, or *grappled*.

HIDE IN PLAIN SIGHT

At level 17, you are able to blend into your surroundings with such precession that you cannot be detected by mundane means. This ability applies to one specific terrain, chosen by you when you reach level 17. While you are located in your selected terrain type and are concentrating, you become *invisible* per the spell. You can use ability as many times equal to your proficiency bonus before a long rest.

THUG

Some Rogues are not content with picking pockets or disabling traps - they prefer breaking legs and beating people for coin. Through threats of violence, a Thug gets what they want, when they want.

INTIMIDATING PRESENCE

Beginning when you choose this archetype, you gain proficiency with the Intimidate skill, if you did not already possess it. You gain +2 to Charisma (Intimidate) checks. At level 13, you gain advantage on the check as well.

BEAT DOWN

At level 3, you can choose to forgo 1d6 of your sneak attack damage and instead force your target to make a Constitution saving throw against a DC of 8 + your proficiency + your Strength modifier. On a failed save, the target is considered *stunned* for 1 round.

HEAVY WEAPONS TRAINING

Upon reaching level 9, you gain proficiency with any weapon that has the heavy property. If you are Small sized, you are able to use heavy weapons with no disadvantage. You cannot apply Sneak Attack damage while using a heavy weapon.



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BRUTAL BEAT DOWN

At level 13, you can choose to forgo 2d6 of your sneak attack damage and instead force your target to make a Constitution saving throw against a DC of 8 + your proficiency + your Strength modifier. On a failed save, the target is considered *unconscious* for 1d4 rounds. You can do this a number of times equal to 1 + your Strength modifier before a short or long rest.

KILLER BLOW

At level 17, you can choose to forgo 4d6 of your sneak attack damage and instead force your target to make a Constitution saving throw against a DC of 8 + your proficiency + your Strength modifier. On a failed save, they drop to 0 hit points, regardless of how many hit points they had left. On a successful save, they take 4d6 weapon damage. You can do this once before a short or long rest.

TRAP SMITH

Some Rogues work diligently day in and day out, honing their fine motor skills unlocking locks and disarming traps. Those who excel at it often become Trap Smiths. The challenge of building and setting the right trap for the right situation propels these Rogues to constantly seek out new traps to take apart, as well as to learn everything they can about how to better disable them.

EXPERT HANDS

Beginning when you choose this archetype, you gain proficiency in the Sleight of Hands skill if you did not already possess it. You lower the save DC to disarm traps by 5.

SET BASIC TRAPS

At level 3, you are able to set a number of basic traps using a Trapper's Kit, which you gain proficiency with if you did not already possess it. Each trap needs at least 1 minute to set up and 1 minute to disguise, if desired. A disguised trap gains +1 to its save DC to be noticed. Basic Traps can be set in any 5 foot square you designate in that time. Larger areas require an additional 1 minute per 5 feet. Your basic traps will often require a creature to make a saving throw. The DC for your Basic Traps is 8 + your proficiency + your Intelligence modifier. The Save DC of Basic Traps is 10 and their attack bonus is +3. The basic traps you can set are:

- **Trip.** Any creature who enters your Trip trap must succeed in a Dexterity save. On a failed save, they are considered knocked prone.
- **Snare.** Any creature who enters your Snare trap must succeed in a Dexterity save. On a failed save, their movement speed is reduced to 0 for 1 round.
- **Shallow Pit.** Any creature who enters your Shallow Pit trap must succeed in a Dexterity save. On a failed save, they take 2 points of falling damage and have their movement speed reduced by 5 feet for 1d4 minutes. You can add crude spikes to the pit if you take an additional 1 minute to set up the pit. Spikes add 2 points of piercing damage.

Trapper's Kit. This kit contains a variety of items you would need to build and set traps. Anyone who is proficient with a trapper's kit can set trip, snare, or shallow pit traps with little set up. The kit also contains a number of small wires, probes, and other intricate tools that allow you to add your proficiency bonus to any ability checks you make to disarm traps.

Cost: 5 gp **Weight:** 5 lbs.

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TRAP MASTER

At level 9, you gain advantage on checks to notice and disarm traps, even magical ones. You may disarm traps without thieves' tools or a trapper's kit, however, you do so at a -4 penalty.

CREATE ADVANCED TRAPS

Upon reaching level 13, you are able to create and set advanced traps using a Trapper's Kit. Each advanced trap takes 3 minutes to create and set up and an additional 3 minutes to effectively disguise. Disguised advanced traps gain +2 to their save DC to be noticed. Advanced traps can only be set in a 5 foot square that you designate at the time of creation. Your advanced traps will often require a creature to make a saving throw. The DC for your Advanced Traps is 8 + your proficiency + your Intelligence modifier. The Save DC for an Advanced Trap is 14 and they have an attack bonus of +7. The advanced traps you can set are:

- **Frost Trap.** Any creature who enters your Frost trap must succeed in a Dexterity save. On a failed save, they are considered incapacitated for 1 minute. Creatures with resistance or immunity to cold damage are immune to this trap.

- **Fire Trap.** Any creature who enters your Fire trap must succeed in a Dexterity save. On a failed save, they take 6d8 fire damage. Creatures adjacent to the creature who set off the Fire trap take 1/2 of the total damage.

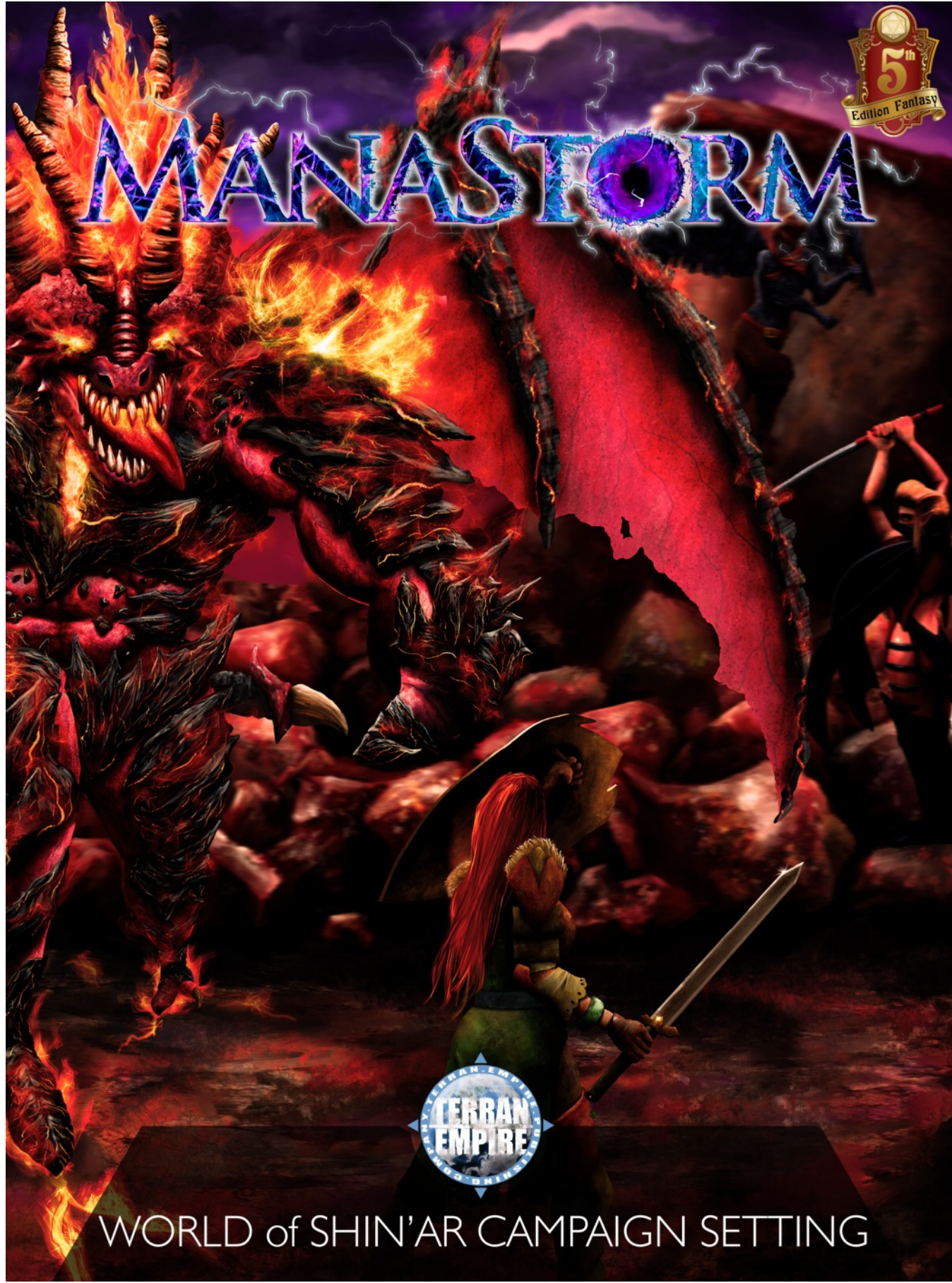
- **Bleeding Trap.** Any creature who enters your Bleeding trap must succeed in a Dexterity save. On a failed save, they receive 4d8 piercing damage and have their movement speed reduced by half. The creature takes 1d8 damage for the next two rounds.

CREATE MASTER TRAPS

At level 17, you are able to create and set two master traps using a Trapper's Kit. Each master trap takes 5 minutes to create and set up, and an additional 5 minutes to effectively disguise. Disguised advanced traps gain +3 to their save DC to be noticed. Master traps can only be set in a 5 foot square that you designate at the time of creation. Your master traps will often require a creature to make a saving throw. The DC for your Advanced Traps is 10 + your proficiency + your Intelligence modifier. The Save DC for a Master Trap is 18 and they have an attack bonus of +11. The master traps you can set are:

- **Spell Drain Trap.** Any creature who enters your Spell Drain trap must succeed in a Dexterity save. On a failed save, they lose spell slots equal to your proficiency + your Intelligence modifier, starting with their highest spell slots available at the time of triggering the trap. They are also unable to cast spells, except for cantrips, for 1d4 turns. If they were concentrating on a spell, their focus is considered broken. If the creature has no spell slots when they trip the trap, the trap is sprung but its effects are wasted.

- **Ability Lock Trap.** Any creature who enters your Ability Lock trap must succeed in a Dexterity save. On a failed save, they are unable to use any class ability of 3rd level or higher for 1d4 turns. If they failed the save by more than 5 points, they are also unable to make the Dash, Dodge, Disengage, Help, or Hide action for the duration.



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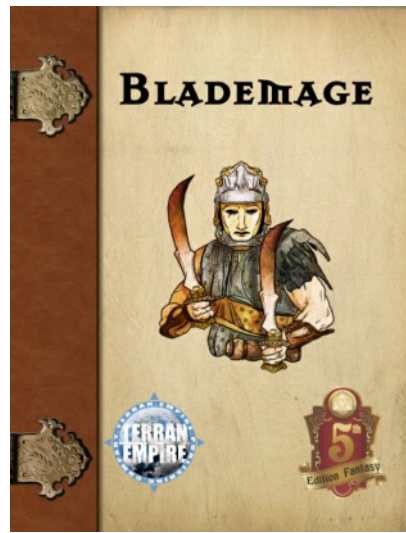
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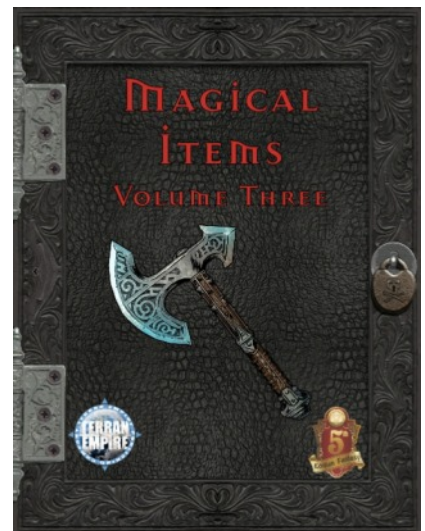
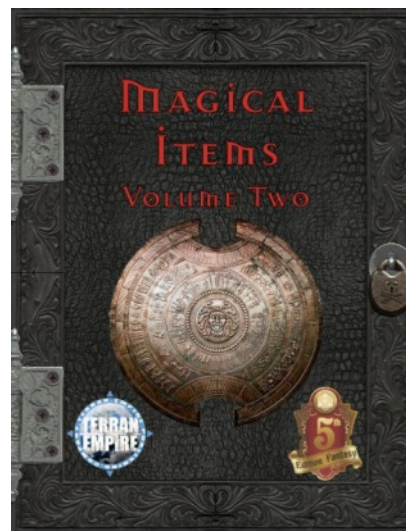
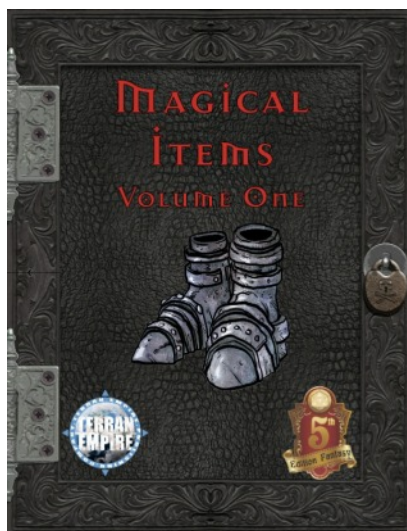
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