

## **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, you're 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.

---

#### **Designation of Product Identity:**

**All place names, character names, organization names, and similar proper nouns and associated lore presented in this publication are product identity, including, but not limited to: Nefarious Ways ~ Rogue Archetypes, archetype titles, features, and associated lore.**

#### **Designation of Open Game Content**

**Game statistics, attributes, conditions, and rules included in this publication are designated open game content. This includes, but may not be limited to, character attributes (e.g.: Strength), game mechanics, and spells.**

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your

Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

#### **15 COPYRIGHT NOTICE**

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc. System Reference Document 5.1 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson

Nefarious Ways, Copyright 2018 Ebethan Game Designs