

## 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.

### MAGITECH SPY

Magitech spies are masters of disguise who use misdirection an array of cunning gadgets to catch their enemies off-guard. Even more so than other rogues, spies tend to be knife enthusiasts, and can lay low most enemies with a swift stab to the back.

### BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you gain proficiency with the disguise kit and forgery kit.

### BACKSTAB

At 3rd level, you are a master of the dagger. When you melee attack a humanoid that can't see you using a dagger, you can make a backstab. This Sneak Attack deals d10 damage dice, instead of d6.



### CLOAK

At 9th level, as a bonus action, you can activate a magitech cloaking device. While cloaked, you are both invisible and incapacitated. You become uncloaked after a number of rounds equal to your Intelligence modifier, or when you use your action to become uncloaked. You can take this action even though you are incapacitated by this ability. However, uncloaking also emits a loud whooshing sound, alerting creatures within 20 feet of you to your presence. After being cloaked, you can't do so again for 1 minute.

### SAPPER

By 13th level, you can deploy a magitech device known as a sapper to any machine or object within your reach as an action, affecting it for a number of rounds equal to your Intelligence modifier. If the sapper is deployed on a machine, the machine ceases to function for the duration. If the sapper is deployed on a construct, the construct must make a Constitution saving throw (DC = 8 + your proficiency bonus + your Intelligence modifier) at the beginning of each of its turns for the duration. On a failed save, the construct is stunned until the beginning of its next turn, even if it is immune to this condition. After using this ability, you must take a short or long rest before using it again.

### SWIFT DISGUISE

Starting at 17th level, you can don a disguise far faster than else, even in the midst of combat, if need be. While holding a disguise kit, you can assume the appearance of any humanoid your size you have seen or change your current disguise as a bonus action. All traces of this disguise vanish when you make an attack. Additionally, you have advantage on Charisma (Deception) checks to blend in as another creature's ally, provided that this ally is not within the creature's sight.