

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.

SCAVENGER

You are a wanderer of the junkyards and a forager of scrap. Your skill and flexibility allows you to improvise almost anything, and your propensity to hoard useful items means you will never run out of handy materials. In particular, you have cultivated a skill for targeting and deconstructing constructs and clockwork machines, whether it is because of the high value of gears and flywheels on the black market, or because you hold a personal vendetta against constructs.

MACHINE HUNTER

Beginning when you select this archetype at 3rd level, you have advantage on attacks against constructs. Additionally, you are skilled at bypassing armor in general, and gain a +1 bonus on attack rolls against creatures wearing medium or heavy armor.

IMPROVISE

At 3rd level, if you are lacking a tool to perform a task, such as a lockpick to open a door, you can quickly fashion a makeshift replacement. After concentrating on the task for 1 minute, you can produce an item that performs the task, but gives disadvantage on rolls to perform it.

STALKER

At 9th level, you can rig up a device producing an active camouflage for 1 minute which grants you advantage on Dexterity (Stealth) checks. After you use this ability, you must complete a short or long rest before using it again.

SABOTAGE

Starting at 13 level, you have an intricate understanding of machines. You gain advantage on Intelligence checks relating to understanding machines and Dexterity checks made to disassemble or repair them.

In addition, you know how to target a machine's structural weak points. When you use Sneak Attack against a construct, the construct is incapacitated until the beginning of your next turn, even if it is immune to this condition.



CLUSTERBOMB

By 17th level, you have learned how to rig up a shrapnel-filled explosive charge. You may prepare your clusterbomb during a short rest, choosing to set its fuse at 1 round, 2 rounds, or 1 minute. As an action, you can activate and place your bomb or throw it up to 10 feet. After the duration of its fuse has passed, at the beginning of your turn the clusterbomb explodes. All creatures within 20 feet of the clusterbomb must make a Dexterity saving throw with a DC equal to 8 + your proficiency bonus + your Intelligence modifier. On a failed save, a creature takes 8d8 piercing damage, or half as much on a successful one. Constructs and objects take double damage. You may only have 1 clusterbomb at a time.