

## 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.

### ENFORCER

The backbones of any good Thieves' Guild, enforcers are ruthless thugs skilled at intimidation and violence. Usually charged with running protection rackets for the guild, enforcers also handle internal problems of the Guild, ensuring that no Guild member snitches to the authorities or takes more than his or her own share.

#### BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you gain proficiency with medium armor and martial weapons that aren't heavy.

#### BRUTAL ATTACK

Starting at 3rd level, you can make a Sneak Attack using any weapon that isn't heavy.

#### MASSIVE SHOVE

At 9th level, when you make an attack, you can shove the target as a bonus action. If you succeed, you can push the creature up to 10 feet away from you, rather than 10 feet.

Additionally, if you make an attack with a reach weapon, you can use your bonus action to make a shove attempt in reverse, pulling the target towards you on a success.

#### THREATENING Demeanor

Beginning at 13th level, you are an expert at frightening people and can posture threateningly as an action. When you do so, choose one creature that you can see within 30 feet of you. If the creature can see or hear you, it must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier) or be frightened of you until the end of your next turn.

While a creature is frightened of you, you can make attack rolls against it with advantage.

#### DOUBLE ATTACK

Starting at 17th level, when you reduce a creature to 0 hit points on your turn, you can use your bonus action to make another attack. This attack can be a Sneak Attack, even if you have already made a one on your turn.

