



ROGUISH ARCHETYPE

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.

GHOST-FACED KILLER

The Ghost-Faced, depending on who you ask, are either an order of assassins or specters of death itself. The members of this guild preserve ancient techniques, passed down through generations, by which a man becomes a spirit, and how that spirit can kill. Inducted members are given a porcelain demon masks of ghostly white to hide their identities and their first mission: to slay a man in broad daylight, and escape invisibly into the air.

GHOST STEP

Beginning when you choose this archetype at 3rd level, as a bonus action, you can become invisible until the beginning of your next turn, or until you make an attack or cast a spell. Once you use this ability, you can't use it again until you finish a short or long rest.

Starting at 9th level, you can use this ability three times, and regain all expended uses when you finish a short or long rest. Then, starting at 13th level, you become ethereal while you are invisible, and you can move through creatures and objects as if they were difficult terrain.

FRIGHTFUL ATTACK

By 3rd level, you seem much like a grim demon when you appear out of thin air to deliver a single, lethal strike. Whenever you hit a creature with a sneak attack that ends invisibility on yourself, you can cause the target to make a Wisdom saving throw (DC equals 8 + your proficiency bonus + your Dexterity modifier) or become frightened of you. The target can repeat the saving throw at the end of its turn, ending the effect on a success. Once a creature has been frightened by this ability, it can't be frightened by it again for 24 hours.

DEATHLY SILENT

By 9th level, you have trained yourself to make almost no noise while stalking your targets. You have advantage on Dexterity (Stealth) checks involving sound, and you cannot be detected by creatures using tremorsense.

GHOST SIGHT

At 13th level, no target can hide from your sight. You gain the effects of the *see invisibility* spell at all times.

DREAD STRIKE

Starting at 17th level, when you make a sneak attack with a weapon that isn't heavy, you can choose to take a -5 penalty to the attack roll. If the attack hits, you can add 4d6 to the sneak attack damage.