

## VULTURE

While many rogues would find a fight larger than a street skirmish intimidating, you thrive in a sprawling, chaotic battlefield. Members of this archetype slip seamlessly around combatants, picking off weak targets while moving toward a key objective, often a theft or assassination. Spies, mercenaries, and practical opportunists are common among these rogues.

### BONUS PROFICIENCIES

At 3rd level, you've learned to travel light and make use of what you find along the way. You are proficient with all martial weapons, improvised weapons, and shields.

### SCAVENGER

Starting at 3rd level, you have advantage on Dexterity (Sleight of Hand) checks and you may use your bonus action to make a Dexterity (Sleight of Hand) check.

### CARCASS COVER

Beginning at 9th level, you are adept at slipping through the mayhem of a battlefield to approach your target. You may use the Hide action when you are within 5 feet of a creature your size or taller. When you use the Hide action to hide behind a creature the same size as you, you have disadvantage on your Dexterity (Stealth) check.

### DEATH INCARNATE

When you reach 13th level, you've learned how to permanently silence distractions from your target. If you deal damage that would reduce a creature to 0 hit points, that damage cannot be reduced and that creature cannot set its hit points to higher than 0 until the end of your next turn.

### PARTING BLOW

At 17th level, when you take the Disengage action, you may make a melee weapon attack.

### FORMAT

Thank you to [The Homebrewery](#) for providing an easy to use tool for an authentic Dungeons & Dragons look.

### PHOTO CREDIT

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### CONTACT

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