

ROGUSH ARCHETYPE: SPYMASTER

DAVID DAMON

A roleplay-focused roguish archetype
for the world's greatest roleplaying game



ROGUISH ARCHETYPE

This archetype follows the same rules as the other Roguish Archetypes as laid out in the Player's Handbook (starting at page 97). The Spymaster is a roleplay-focused Roguish Archetype that specializes in spying and information gathering.

SPYMASTER

You are not a spy. Rather, you recruit spies. All your friends (and most of your family) know you as a mud farmer, bricklayer, or some other similarly boring profession. But that is a cover for your real career: finding, recruiting, and managing a network of contacts to steal the most sensitive of secrets.

From janitors to princes, you excel at convincing others to betray their loyalties in exchange for money, ego, or whatever convenient motive you discover (or perhaps manufacture). Using years of training and unique tools of the trade, you covertly engage in your subterfuge right under the nose of your enemies.

SPECIALIZED TRAINING

When you choose this archetype at 3rd level, you can pick two bonuses from the Specialized Training table. At 9th level you can pick one additional bonus. Additionally, you gain advantage on Charisma (Deception) checks when lying about your chosen profession. As a part of this cover story, you can choose one mundane profession, such as bricklaying, tile making, or barrel hooping, at the discretion of the DM. You gain proficiency in activities related to this mundane profession.

NETWORKER

At 3rd level you have built a vast list of contacts that you can rely on. At the DM's discretion, these contacts may assist you on your travels, such as by hiding you overnight, guiding you to a black market, or providing you with forged documents. Further, you have trained your body language, voice, and demeanor to be friendly and non-threatening. If you have been in amicable conversation with someone for at least one minute, you gain advantage on one skill check related to convincing them to give you a piece of minor information that they would not normally reveal to a stranger. The nature of the information is at the DM's discretion. Hostile creatures (such as someone who is being interrogated) are immune to this effect.

SITUATIONAL AWARENESS

Years of looking over your shoulder has instilled within you an uncanny awareness of your surroundings. Starting at 9th level, you cannot be surprised except by magical means (such as the *invisibility* spell). Additionally, you can add 10 to your initiative score for the first round of combat. This bonus goes away and your turn moves to its normal place in the initiative order after the first round is over. Once you use this ability you can't use it again until you finish a long rest.

COMPARTMENTALIZATION

By 13th level, you are so practiced in your cover story that even magical means have trouble penetrating your mind. You gain advantage on saving throws against magic effects that require you to reveal information (such as the *zone of truth* spell and the Nothic's **Weird Insight** ability).

SPECIALIZED TRAINING

Training	Features
Lip Reading	You add your proficiency bonus to Wisdom (Perception) checks made to read the lips of a person within 30 feet that you can see (if you took Expertise in Perception you instead make this check with advantage).
Discern Motive	You can gain minor insight into a person's motivations. After conversing with someone for at least one minute you can make a Wisdom (Insight) check against their Charisma (Deception). On a success, you know if they hold one of the following motivations for their actions toward you: Greed, Ego, Religion, Friendship, or Coercion (in that they are being coerced). You only learn which motivation they have and no further details. Magical effects can nullify this ability.
Quick Change	You can put on or remove any disguise as a bonus action.
Blend in with the Crowd	You gain advantage on Dexterity (Stealth) rolls when hiding in a crowd if you are attempting to blend in.
Counter Surveillance	You add your proficiency bonus to Wisdom (Perception) checks made to see if you are being followed or watched through non-magical means (if you took Expertise in Perception you instead make this check with advantage). If you discover that you are being followed or watched, you gain advantage on a single Charisma (Deception or Persuasion) roll made after being confronted.
Foreign Affairs	You studied world cultures and politics, allowing you to fit into any social situation. You gain advantage on skill checks related to customs, etiquette, cultures, and politics.
Body Language	You have a highly honed sense of body language and can sense when a person might be hostile to you. You can add your proficiency modifier to initiative rolls if one of your enemies is a humanoid.

POWER OF PERSUASION

At 17th level, you have honed your ability to persuade others to an unnatural level of skill. As an action you can cast the spell *suggestion* without the required verbal and material components with a spell save DC of 8 + Proficiency Modifier + Charisma Modifier. Once you use this ability you can't use it again until you finish a long rest.

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