



SECRET AGENT



FURIEL V. LUNA

A rogue who is proficient with all weapons and specializes in deadly intelligence
for the world's greatest roleplaying game

ROGUE

ROGUISH ARCHETYPE

SECRET AGENT

Rogues that become secret agents for kings, tyrants, or the gods themselves are masters of getting the job done with their wits, whether that be sneaking in and retrieving a rare artifact or silencing an enemy of the state, nothing stops a secret agent from completing their mission, sometimes not even death.

SECRET AGENT FEATURES

Rogue Level Feature

3rd	Career Killer, Secret Attack
9th	Clever Moment
13th	Informed Tactics
17th	Killer Intelligence Quotients

CAREER KILLER

When you choose this archetype at 3rd level, you gain proficiency with martial weapons.

Additionally, your knowledge of weapons and how to best use them grants you the ability to make your sneak attacks with any weapon you are proficient in, not just finesse or ranged weapons.

SECRET ATTACK

Also at 3rd level, you learn an additional way to attack.

You can teleport up to 30 feet behind a creature that you have advantage against and make an attack against that creature that deals bonus weapon damage equal to your proficiency bonus.

If the creature dies from your attack, you can teleport back to your point of origin before the attack.

If you don't have disadvantage on the initial attack roll, you can expend 15 movement speed to gain advantage on this attack roll.

If you have disadvantage on the initial attack roll, you can expend 30 movement speed to gain advantage on this attack roll.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

CLEVER MOMENT

Starting at 9th level, you learn how to think your way out of a bad situation, if you fail any acrobatics, stealth, deception, intimidation, or persuasion check; you can reroll the check and add your proficiency bonus to the roll, you must take the new roll.

Alternatively, your study and analysis of your own methods to become as life-saving as they can be in a pinch grants your saving throws a bonus equal to your proficiency bonus.

Once you use any of these features, you can't use either one again until you finish a short or long rest.

INFORMED TACTICS

Starting at 13th level, your intelligence has gifted you how to think deeply and aids your understanding of the patterns creatures adapt over time, their strengths and weaknesses.

You gain an initiative bonus equal to your Intelligence modifier and none of your attacks have disadvantage against any creature within 120 feet of you, no matter the situation, as long as that creature has not attacked you.

You are also able to communicate this knowledge to your allies within 60 feet of you, granting them a bonus equal to your Intelligence modifier to any saving throw they make, as long as they are able to hear you.

KILLER INTELLIGENCE QUOTIENTS

Beginning at 17th level, your secret agent training has honed your skills to expertise in all the skills which you are proficient in.

Additionally, you have learned how to most efficiently deal deadly blows and can add your Intelligence modifier to your attack and damage rolls.