

ROGUE ARCHETYPE OF TERROR

Masters of the night, surprise, and the sheer horror of unexpected danger, a rogue or terror would never eliminate an enemy before showing themselves. These rogues use their affinity for the psychological to harm just as much as their knives do. While sometimes considered overly gorey or even flashy, this archetype of roguism nevertheless speaks for itself in brutal results.

TERRIFYING PRESENCE

Beginning at 3rd level, you may use your Cunning Action to attempt to frighten a creature you can see within 30 feet of you. When you do this, the creature rolls a Wisdom saving throw against your Terror DC, which = 8 + your Charisma modifier + your proficiency bonus. If the creature fails the save, it becomes frightened of you. Either way, even if you were hidden from the creature, it does not know where you are.

You may use Sneak Attack against creatures that are frightened, as long as you do not have disadvantage on the roll, even if you do not meet the other requirements for Sneak Attack.

BONUS PROFICIENCY

At level 3, you gain proficiency with Intimidation. In addition, when you roll a Charisma (Intimidation) check, multiply your proficiency bonus by two when adding it to the roll.

If you were already proficient in Intimidation, select a new skill to become proficient in. If you selected Intimidation as a skill to have expertise in, select a new skill to gain expertise in.

APPROACH

At level 9, when moving less than half your movement per turn and ending your turn closer to the target than you started, when you use Terrifying Presence, you may attempt to Hide as part of the same bonus action.

LETHAL PRESENCE

Starting with 13th level, when a creature fails the save for Terrifying Presence, you may roll your Sneak Attack dice. The frightened creature takes psychic damage equal to the result. You may use this ability once between long rests.

INHUMAN ENDURANCE

With level 17, you no longer seem tied to the natural durability of mortals. Once per long rest, when a creature or other effect would reduce you to 0 hit points but not immediately kill you, you can return to 1 hit point, and you may use your Terrifying Presence as a reaction. When you use Terrifying Presence this way, you may use Lethal Presence as part of the same reaction.