

SUBCLASS

ROGUEISH ARCHETYPE

KNAVE

You hone and refine your expertise with playing cards, understanding that their power and utility is far beyond a mere game. Rogues who pursue this archetype are often quick-witted and expert tricksters, be it with their hands or their silver tongue. Knaves most commonly find their way in society as entertainers, con artists, or captivating storytellers—always planning their next scheme.

CARD SLINGING

At 3rd level, you gain proficiency with the playing card set if you don't already have it, and you can add double your proficiency bonus whenever you make an ability check that involves playing cards.

In addition, you can make a ranged attack by throwing one card from your deck, which counts as a ranged weapon for you. The attack deals 1d4 piercing damage on a hit and has a normal range of 20 feet and a maximum range of 60 feet. Whenever you make an attack with a card as part of the Attack action on your turn, you can make an attack with another card as a bonus action. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

If you hit a creature with a card as part of the Attack action, you can use your Sneak Attack against that target if you hit it with another card on that turn even if you don't have advantage on the attack roll, but not if you have disadvantage on it.

When you reach 6th level, your card attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

ENTRANCING SHOWMANSHIP

At 3rd level, you gain proficiency in the Performance skill if you don't already have it. In addition, you learn to execute captivating card tricks and other entertaining displays that involve playing cards. After 1 minute of engaging in such a performance, each creature of your choice within 30 feet of you must make a Wisdom (Insight) check contested by your Charisma (Performance) check.

On a failure, a creature becomes entranced by your performance. An entranced creature has disadvantage on Wisdom (Perception) checks until it takes any damage or moves more than 30 feet away from you, or until you end your performance (maximum of 10 minutes).

DEFENSIVE DEALER

At 9th level, you learn to employ defensive tactics using your cards. When a creature within 30 feet of you is hit by a ranged weapon attack, you can use your reaction to fling a card, attempting to impede or deflect the projectile. Make a Dexterity check using playing cards contested by the attacker's attack roll. On a success, the attack's damage

is reduced by 1d4 + your Dexterity modifier + your rogue level.

If you reduce the damage to 0, the projectile is destroyed unless it is magical, and you turn the hit into a miss.

CARDMASTER'S GAMBIT

Starting at 13th level, you learn to infuse your card attacks with devastating effects. Whenever you deal extra damage from your Sneak Attack feature on your turn with a card attack, you can forgo that damage to instead add one of the following effects to the attack.

Explosive Impact. The target and each creature within 5 feet of it must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one. The damage increases when you reach certain levels in this class, increasing to 4d6 at 15th level and 5d6 at 19th level.

Disorienting Strike. The target of your attack takes an extra 2d6 psychic damage and must make a Wisdom saving throw. On a failure, the target's speed is halved until the end of its next turn and it has disadvantage on the next ability check or attack roll it makes before the end of its next turn. If the creature is concentrating on a spell when it takes the damage from this attack, the minimum DC for the Constitution saving throw it makes to maintain its concentration is equal to 8 + half your rogue level + your Dexterity modifier. The extra damage increases when you reach certain levels in this class, increasing to 3d6 at 15th level, 4d6 at 17th level, and 5d6 at 19th level.

Spectral Flurry. You can make two additional card attacks as part of the same action with cards made of pure magical force. These additional attacks must also target the original target of your attack or creatures within 10 feet of it. All damage dealt by these additional attacks is force damage, and the target takes an extra 1d6 force damage on a hit from each of these cards. When you reach 17th level in this class, the extra damage increases to 2d6.

WILDCARD

Starting at 17th level, one random card from your deck becomes unerringly potent each day. Whenever you finish a long rest, roll a d20 and record the number rolled.

When you make an attack with a card and the result of your d20 roll is equal to the recorded number, the attack automatically hits. In addition, you can add one of the effects from your Cardmaster's Gambit feature without forgoing any Sneak Attack damage, even if you can't use your Sneak Attack on that attack.