



SABOTEUR

NEW ROGUE ARCHETYPE

Dexterous fighters and brigands are full of surprises. Trained assassins, spies, and cutpurses are classic rogues, but where there are new dangers and rewards to be gained, so too are the kinds of people seeking to subvert and claim them. Whether they slink through shadows to avoid detection or walk harmlessly through danger, every rogue has trained to develop their own methods of handling life's threats.

SABOTEUR

A rogue that's especially capable of disruption and upsetting the status quo is likely to be a Saboteur. Rogues of this archetype thrive with mechanical gadgetry and explosions—sometimes controlled ones. These contractors of chaos and upenders of the upstanding are known for being pivotal characters in moments of great revolution and the greatest adventures.

SIDEBAR: THIS ROGUE IN YOUR WORLD

This rogue assumes a certain level of technology in your world. However, if you or a player wants to use this archetype in a world without gunpowder, it could be conceivable that they can use alchemy and tinker's tools to create its various effects.

BOMBARDIER

When you choose this archetype at 3rd level, you learn to craft a number of special bombs over the course of a rest, which are detailed below. You can use a bonus action to throw one of these bombs at a point within 30 feet of you, causing it to explode in a 10-foot-radius sphere centered on that point, destroying the bomb; a creature other than you that throws a bomb must use its action to throw it instead. If a bomb's effect requires a saving throw, the save DC is equal to 8 + your Intelligence modifier + your proficiency bonus.

Whenever you finish a short or long rest, you can craft up to four of these bombs, and any previous bombs you had crafted with this feature become inert. When you reach 13th level in this class, you can craft up to five bombs instead.

Disabling Bomb. Any nonmagical traps within the bomb's area are rendered inert for 1 minute. In addition, any spellcaster maintaining concentration on a spell and any construct within the area must succeed on a Constitution saving throw or become incapacitated until the start of your next turn.

Fire Bomb. Each creature in the area must make a Dexterity saving throw. Roll a number of d8s equal to your Intelligence modifier; a creature takes fire or lightning damage (your choice) equal to the total on a failed save, or half as much damage on a successful one. The explosion spreads around corners, and it ignites flammable objects in the area that aren't being worn or carried.

Flash Bomb. Each creature in the area must make a Constitution saving throw, as the bomb releases a disorienting blast. On a failed save, a creature is blinded and deafened until the end of your next turn. A blinded creature or one behind cover makes the saving throw with advantage.

Glue Bomb. Each creature in the area must make a Strength saving throw, as the bomb releases sticky glue. On a failed save, a creature's speed is reduced to 0 by the glue for 1 minute. A creature can use its action to make a Strength (Athletics) check against your bomb save DC, freeing itself or another creature within its reach early on a success. Regardless, the area is considered difficult terrain for 1 minute.

Smoke Bomb. The area fills with thick, black smoke, which spreads around corners, causing the area to be heavily obscured. The smoke lasts for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

You also gain an additional way to use your Sneak Attack; you don't need advantage on your attack roll to use Sneak Attack against a creature if it was within the area of one of your bombs when it exploded since the start of your last turn.

BONUS PROFICIENCIES

Also at 3rd level, you gain proficiency with firearms (if they're available), tinker's tools, and your choice of either alchemist's supplies or the forgery kit.

DISRUPT

Starting at 9th level, when you deal your Sneak Attack damage to a creature, you can choose to forgo rolling one of your Sneak Attack damage dice to disrupt the target's capabilities. The next time the target makes an attack roll or an ability check before the end of its next turn, it must roll a d6 and subtract the number rolled from the attack roll or ability check.

ADVANCED GADGETRY

By 13th level, your understanding of mechanics allows you to quickly discern how things work—as well as how to break them. As an action, you can use a set of tinker's tools to quickly modify one of your bombs you're holding, changing it to another type of bomb of your choice. Once you modify a bomb in this way, you can't do so again until you finish a short or long rest. You also have advantage on any ability check you make using tinker's tools to break or otherwise sabotage an inanimate object.

In addition, you've learned to craft improved versions of your bombs and adjust the size of their explosions. When you use a bomb, you can choose to reduce the size of its explosion, down to a minimum of a 5-foot-radius sphere. Furthermore, whenever you craft the bombs with your Bombardier feature, you can enhance one of them, choosing from the options below. These bombs explode in up to a 20-foot-radius sphere, rather than their normal size.

Dispelling Bomb. When you use this version of the Disabling Bomb, choose one creature, object, or magical effect within the area. Any spell of a level equal to or lower than your Intelligence modifier on the target ends (a minimum of 3rd level).

Firesiege Bomb. When you use this version of the Fire Bomb, it uses d12s instead of d8s for its damage dice, and it deals double damage to constructs, objects, and structures. This bomb also causes any Large or smaller target that fails its saving throw to be thrown up to 10 feet away from the point of the explosion and knocked prone.

Flummox Bomb. When you use this version of the Flash Bomb, a creature that fails the saving throw against it is also incapacitated until the end of your next turn.

Gelatinous Bomb. When you use this version of the Glue Bomb, a creature that fails the saving throw against it is also restrained by the glue for the same duration, and it takes 2d6 acid damage at the start of each of its turns while it remains restrained.

Smog Bomb. When you use this version of the Smoke Bomb, a creature that starts its turn in the smoke's area must succeed on a Constitution saving throw or spend its action retching and reeling. Creatures that don't need to breathe automatically succeed on this saving throw.

EXPLOSIVE SUBVERSION

By 17th level, when you deal your Sneak Attack damage to a creature, it has disadvantage on saving throws against your bombs until the end of your next turn. In addition, once per turn when you use a bomb, you can immediately move up to half your speed without provoking opportunity attacks; you move in this way after using the bomb, but before it explodes. Furthermore, you can drop a bomb at a point on the ground within 5 feet of you as part of using your Uncanny Dodge feature, where it then explodes.

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