

ROGUE ARCHETYPE: SURGEON

Whether you trained at a prestigious medical academy or as a back-alley bone saw, your study and knowledge of anatomy have given you advantages in both healing and causing harm. You know exactly where to cut with the scalpel to best drain poison out from wound, or slice a tendon to hamstring an enemy. Whether you learned these skills specifically for these advantages, or you were a healer who was drawn into violence through circumstances, your expertise and precision has become a boon to your allies and a bane to your enemies.

ANATOMICAL MEDICINE

When you choose this archetype at 3rd level, you gain proficiency in the Medicine skill if you don't already have it. Your Proficiency bonus is doubled for any ability check you make that uses the Medicine Skill. You can use your Intelligence modifier in place of your Wisdom modifier when making Wisdom (Medicine) checks.

Additionally, you can use your bonus action granted by your Cunning Action to take the Use an Object action with a Healer's Kit.

When you use a Healer's Kit to stabilize or heal a creature, it is healed a number of hit points equal to your Intelligence modifier (minimum 1) in addition to any other healing provided.

SURGICAL STRIKE

Beginning at 3rd level, you can use your anatomical expertise to cripple your foes. When you make a melee weapon attack that causes piercing or slashing damage, you score a critical hit on a roll of 19 or 20. When you score a critical hit with such a weapon, you may maim your opponent with one of the following effects:

- **Hinder:** The target cannot take reactions until the start of your next turn.
- **Hamstring:** The target's walking speed is halved until the end of its next turn.
- **Bleed:** The target takes $1d8 + \text{your Intelligence modifier}$ necrotic damage at the end of its next turn as it bleeds profusely.

BLOOD LETTING

At 9th level, you can expend one use of a Healer's Kit to provide the benefit of *Lesser Restoration* (as per the spell) to one willing creature creature with a range of touch. The creature must spend 1 Hit Die to receive the benefit of this ability. This is a non-magical effect that requires no spell components, but is otherwise as per the spell. If the target has no Hit Die, or chooses not to spend one, the ability has no effect.

IMPROVED SURGICAL STRIKE

At 13th level, your ability to maim your opponents with piercing and slashing weapons improve. The list of effects you can apply to your opponent when you make a melee weapon attack that scores a critical hit with piercing or slashing damage expands to include:

- **Sepsis:** The target must make a Constitution save or be Poisoned until the beginning of your next turn.

• **Silence:** The target must make a Constitution save or be unable to speak until the beginning of your next turn. Casting a spell that includes a verbal component is impossible while unable to speak.

• **Blind:** The target must make a Constitution save or be Blinded until the beginning of your next turn.

The DC for these saving throws is:

8 + your Proficiency bonus + your Intelligence modifier.

DISSECTION

At 13th level, you can use your medical training to dissect and study a corpse. If you spend at least 10 minutes dissecting the corpse of a Large or smaller creature, you learn the anatomy of the creature inside and out. You gain the following benefits towards creatures of the same type:

- You can use your Sneak Attack feature on attacks made against creatures of that type even if you don't have advantage on the Attack roll, but not if you have disadvantage on it.
- You have advantage on any Wisdom (Medicine) checks related creatures of that type.

These benefits last until you dissect a creature of a different type.

MIRACLE WORKER

At 17th level, you have learned how to cheat death with a quick strike of the scalpel and strong stimulants directly to the heart. You can expend one use of a Healer's Kit to provide the benefit of Revivify (as per the spell). This is a non-magical effect. In addition to the Healer's Kit, you must also use 300gp worth of elixirs and stimulants, which are consumed by this ability.

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Based on homebrews: [Debilitate](#), [Vivisectionist](#), [Rogueish Archetypes](#), [Surgeon](#)
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