

ROGUE - DEMOLITIONIST

Some rogues are stealthy infiltrators, thieves, and assassins who get in and out without leaving a trace. You are not one of those rogues. You prefer to rely on explosives, using sheer firepower rather than trickery to level barriers between you and your goals, going in with a bang, out with a bang, and leaving anyone in your way in too many pieces to stop you.

BOMBARDIER

Level 3 Subclass Feature

You learn how to create small vials of a volatile alchemical concoction, which you can throw for explosive yet precise attacks. An explosive vial is a martial ranged weapon that deals 1d4 thunder damage and has the finesse and thrown (range 20/60) properties. You are automatically proficient with this weapon. Additionally, explosive vials you create gain a +1 bonus to attack and damage rolls at 5th level, increasing to a +2 bonus at 11th level, and a +3 bonus at 17th level.

To create an explosive vial, you need to spend a minute working with a set of alchemist's tools. One set of alchemist's tools provides enough materials to create ten explosive vials. Alternatively, if you don't have the time to create your own, you can buy them for 2 gold apiece from most merchants, who simply don't know how to mix various innocuous items into explosives like you do.

STRUCTURAL WEAKNESSES

Level 6 Subclass Feature

You learn to appraise objects and structures for weak points and flaws in order to more efficiently destroy them. You can use sneak attack against objects and structures, not just creatures.

PLANT CHARGE

Level 10 Subclass Feature

You are able to manufacture a number of larger explosives charges at the start of each day. You can set an explosive charge in an adjacent square and prime it to explode as an action, and detonate one primed explosive within 60 feet as a bonus action. You can also detonate an explosive charge within your reach as a bonus action, even if it is not primed.

You can spend an action to conceal an explosive charge within your reach. When you do so, make a Sleight of Hand check. Perception checks must beat the result of this check to discover the charge. Creatures may also attempt to disarm a charge within their reach, using their action to make a Sleight of Hand check against a DC equal to 8 + your Intelligence modifier + your proficiency bonus. On a success, the explosive charge is no longer primed. On a failure, the charge detonates.

When an explosive charge detonates, it deals 8d6 thunder damage in a 20 foot sphere. Creatures may attempt a Dexterity save with a DC equal to 8 + your Intelligence modifier + your proficiency bonus. On a success, they take half damage. You can create a number of charges a day equal to your proficiency bonus.

GONE IN A FLASH

Level 14 Subclass Feature

You've learned that nothing draws attention and obscures vision like a big explosion, making it easy to vanish in the aftermath. When you are within the area of one of your explosive charges when it detonates, you do not have to make a save. Instead you teleport to an unoccupied space of your choice within 60 feet. After you use this ability, you must take a short or long rest to use it again.

BRING IT DOWN

Level 17 Subclass Feature

You're a master at razing structures to the ground. When your sneak attack or one of your explosive charges damages a structure, it automatically deals maximum damage.



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