

Rogue: Torturer archetype

You hone your skills in the unsavory art of torture. Rogues who follow this archetype focus on inflicting as much pain on their enemies as possible, and prefer targets who cant fight back. These rogues often work as interrogators or disciplinarians and are experts at demoralizing their foes and getting information.

Quick Tangle

When you choose this archetype at 3rd level, you are skilled at putting your enemies in difficult situations. You can use the bonus action granted by your Cunning Action to attempt to grapple a creature.

Additionally, you can grapple a creature using a hand with which you are holding a net. When you do, you can use Dexterity (Sleight of Hand) instead of Strength (Athletics) checks to initiate and maintain it. If you drop the net while you have a creature grappled this way, that creature is automatically hit by the net and the grapple ends.

Expert Infliction

At 3rd level, you know how to inflict a disproportionate amount of pain onto your enemies. You gain an additional way to use your Sneak Attack; you don't need advantage on the attack roll to use your Sneak Attack against a creature if that creature has the grappled or restrained condition.

Additionally, when you deal Sneak Attack damage to a creature with the grappled or restrained condition, you can cause all the damage of that attack to become psychic damage, which also increases that damage by 1d6. This increases to 2d6 at 13th level.

Proof of Intent

At 9th level, your skills are evidence enough to your foes to fear you. You have a bonus to your Charisma (Intimidation) and Charisma (Persuasion) checks against creatures you have dealt damage to within the last 24 hours equal to your Dexterity modifier. You gain advantage on these checks if you have dealt damage to them within the last minute.

Death's Grip

At 13th level, the hold on your victims is absolute. When you use your Sneak Attack on a creature with the grappled condition, that creature becomes restrained for the duration of that grapple.

Terrifying Technique

At 17th level, your attacks strike fear into the hearts of your enemies. When you use your Sneak Attack on a creature, that creature must succeed on a Wisdom saving throw (DC = 8 + your proficiency bonus + your Dexterity modifier) or become Frightened of you until the start of your next turn.