

TORTURER - V.1

Roguish Archetype

TORTURER

You have trained to inflict pain and injury on others, carving the truth out of them no matter what it takes. Many find your talents to be unsettling and terrifying, an effect you use to the fullest. You know how to exploit a creature's weakness, turning them into useless combatants and easy prey.

Rogue Level Feature

3rd	Crippling Strike, Torturer's Ego
9th	Eye for Pain, Improved Crippling Strike
13th	Terrifying Presence
17th	Bloody Strike

CRIPPLING STRIKE

3rd-level Torturer feature

When you choose this archetype at 3rd level, you learn how to inflict pain in a variety of ways. During your turn, on a successful hit when you would deal your sneak attack damage, you can choose to forgo that damage and instead deliver a crippling strike.

Instead of rolling your sneak attack damage, you roll a d4 and choose one of the following features to affect on the target of your attack: ability checks, attack rolls, saving throws, or armor class. The chosen feature takes a penalty equal to the d4 you rolled until the end of your next turn.

At 9th level, your crippling strike turns into a d6. At 17th level, it turns into a d8.

TORTURER'S EGO

3rd-level Torturer feature

At 3rd level, you easily exude an aura of danger and you gain proficiency in the Intimidation skill if you don't already have it. Your proficiency bonus is doubled for any ability check you make that uses this proficiency. If you already double your proficiency bonus for Intimidation checks, pick one skill to become proficient in.

EYE FOR PAIN

9th-level Torturer feature

Starting at 9th level, you have such an understanding of pain that you if you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about strengths and weaknesses. The DM tells you up to two of the following characteristics of your choice; if they have a magical item granting them one of the following, you won't detect it unless you can identify the magic in some way.

- One vulnerability
- One resistance
- One immunity

At the DM's option, you might also learn the best way to gather information from the creature, like what verbal threats would have the greatest effect on them.

IMPROVED CRIPPLING STRIKE

9th-level Torturer feature

At 9th level, your crippling strike turns into a d6. At 17th level, it turns into a d8.

TERRIFYING PRESENCE

13th-level Torturer feature

At 13th level, you can inflict fear upon your enemies when they would dare to attack you. When you are targeted by an attack from a creature you can see and is within 30 feet of you, you can force fear upon them. As a reaction, you can roll a Charisma (Intimidation) check contested by the target's Wisdom saving throw. If you succeed, the creature is frightened of you until the start of its next turn.

BLOODY STRIKE

17th-level Torturer feature

Starting at 17th-level, you have learned to inflict a crippling injury that is as bloody as it is precise. When you use your crippling strike feature, you can now roll half the number of sneak attack dice for your level (round up) to the target of your attack.