

# ROGUSH ARCHETYPE

At 3rd level, a Rogue gains the Roguish Archetype feature that defines the talents in which they excel. The following Con Artist option is available to you when you make that choice. It grants features at 3rd level and again at 9th, 13th, and 17th level.

## CON ARTIST

Anyone with a quick hand can cut a coin purse from a passing merchant, but only a true con artist can get that same merchant to hand it over with a smile. Brooding assassins and second-story men must do their work in the shadows while the con artists use their wits and charm during the daylight. Through years of studying, you can play any role from beggar to noble, gaining the trust of your mark before disappearing without a trace, loot in hand. You are a master of the cold read, a virtuoso of disguise, and the stuff of legends the bards sing in taverns across the land.

### ROGUE LEVEL FEATURES

3 <sup>rd</sup>	Bonus Proficiencies, Cold Read
9 <sup>th</sup>	Silvered Tongue
13 <sup>th</sup>	Psychologist
17 <sup>th</sup>	Shapechanger

### BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you gain proficiency in the Insight and Deception skills and the Disguise kit. You also gain one additional language.

### COLD READ

*3rd-Level Con Artist feature*

You are a master of learning the movements and tells of your marks with just a quick inspection. As a bonus action, you can choose a creature within 60 feet of you and make a Wisdom (Insight) check with advantage against a DC 10 plus the creature's Deception bonus. You gain advantage on attack rolls made against that creature on a success. You can use this feature a number of times equal to your proficiency bonus per long rest.

### SILVERED TONGUE

*9th-level Con Artist feature*

You have a gift for impressing and beguiling others to bend to your desires. Whenever you attempt to convince a creature using a Charisma check, you can add both your Persuasion and Deception bonuses to the roll.



### HYPNOTIST

*13th-level Con Artist feature*

You understand the mind's inner workings so well that you can convince anyone that you are their friend. As an action, you can choose a humanoid within 30 feet of you whose language you speak. The target must succeed on a Wisdom saving throw against a DC 12 plus your Charisma (Deception) score or be charmed for 1 hour. The charmed target regards you as a trusted friend to be heeded and protected. The target isn't under your control, but it takes your requests and actions in the most favorable way unless you or your companions do anything harmful to it, ending the charmed condition.

### MASTER OF DISGUISE

*17th-level Con Artist feature*

After studying every person you've come in contact with, you've learned to play any role to perfection. You can spend 8 hours using your Disguise kit to impersonate a humanoid you have seen at least once and to mimic their speech or sounds. A creature can use its action to inspect your appearance, making a Wisdom (Insight) check with disadvantage against your Charisma (Deception) score to see through your disguise.