



ARTBY WARM TAIL

Rogue: Survivalist

They specialize in surviving, no matter what.

Tricks up your Sleeves

At 3rd level, you gain proficiency with Tinker's Tools and have used them to create a few contraptions that help you survive. You gain the following items, they are considered to be always equipped by you.

GOGGLES OF CLARITY

These glasses allow you to see through heavy obscurement caused by fog (such as the one caused by the fog cloud spell) and similar effects. It doesn't allow you to see through magical darkness.

FACE CLOTH

With these wrapped around your mouth and nose you become immune to inhaling gases of any kind.

HAND WRAPS

These wraps protect you and allow you to manipulate dangerously sharp objects or particularly hot or cold ones without suffering damage. In addition as a reaction you can use these wraps to diminish incoming fire, cold or slashing damage by 1d6. When you access the Uncanny Dodge feature, you can apply this reduction before halving the damage.

Survivor

Also at 3rd level, You've spent time in the most dreary of places with nothing but a rag cloth and your wits to survive. You gain proficiency in the Survival skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it. You can hold your breath for twice as long as normal, and you have advantage on saving throws against diseases.

Scrappy

Finally, at 3rd level, you know how to fight without any traditional weapon at your disposal. In your hands, a fork, a shard of wood, or a needle can get the job done just fine. You gain proficiency with improvised weapons, as long as they weigh less than 3 pounds. For you they count as finesse weapons.

Bola Shot

At 9th level, You aren't unfamiliar with running away from a bad situation. As part of a long rest you can create bolas that aid you in your escape. You can use these bolas a number of times equal to your proficiency bonus. As a bonus action you can throw it at a creature that you can see within 30 feet of you, they must make a Dexterity saving throw (DC = 8+ your Proficiency Bonus + your Dexterity Modifier). On a failure their movement speed is reduced to 0 and they fall prone, and if they fail by 5 or more, they are also restrained. On a success nothing happens. A target wrapped in your bola, or a creature within 5 feet of it, can make a Strength or Dexterity check as an action against the DC, on a success they escape the wrappings.

Dodge Roll

At 13th level, When you use your Uncanny Dodge ability, you can also move up to 5 feet to an empty space that you can see, potentially moving out of the range of the attack targeting you and escaping it entirely.

Hard to Kill

At 13th level You gain advantage on all Constitution saving throws and your hit points maximum increase by 13, and increase by and whenever you gain a level in this class thereafter, your hit point maximum increases by an additional 1 hit points.

Unbreakable

At 17th level, the first time in a day you should be reduced to 0 hit points, or lower you fall to 1 hit point instead and can make a single melee attack with advantage. You can then move up to 30 feet without triggering attacks of opportunity. Once you've used this ability you can't use it again until you complete a long rest.