

THE MITHRAL CANVAS

ROGUE: CHEAPSHOT



A ROGUE ARCHETYPE WITH A KNOCKOUT PUNCH
FOR DUNGEONS & DRAGONS 5TH EDITION

ROGUE: CHEAPSHOT

A Roguish Archetype with a Knockout Punch

Many rogues rely on their wits and nimble fingers to get themselves through life. But every now and then, there's no better tool for the job than a nice, hard fist. In the back alley rings where rules are nonexistent, the Cheapshot reigns supreme through a masterful combination of skillful strikes and dirty tricks alike. Seeing no value in formality and fair play when lives are on the line, they employ all manner of ruthless and questionable tactics in pursuit of victory. Their underhanded moves may earn them some disdainful looks, but these rogues understand one simple thing: those who laugh last, laugh best.

ROUGHHOUSE

3rd level Cheapshot feature

A hard life has left you with skills valuable in staying alive in this tough world. Starting at 3rd level, you gain the following benefits:

You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes.

You can roll a d4 in place of the normal damage of your unarmed strikes. This die changes as you gain rogue levels, to a d6 at level 9, a d8 at level 13, and a d10 at level 17.

When you take the Attack action to make an unarmed strike, you can use your bonus action to make another unarmed strike.

You can use your Sneak Attack feature with your unarmed strikes.

SUCKER PUNCH

3rd level Cheapshot feature

Additionally at 3rd level, you learn to exploit the momentary panic that grips your enemies as combat begins. You have advantage on unarmed strikes against any creature that hasn't taken a turn in the combat yet. In addition, any hit you score with an unarmed strike against a creature that is surprised is a critical hit.

COUNTERPUNCH

9th level Cheapshot feature

The best punch is one they don't expect. When a creature within 5 feet of you misses you with a melee attack, you can use your reaction to make an unarmed strike against them. On a hit, the target must make a Constitution saving throw (Save DC 8 + your proficiency bonus + your Strength or Dexterity modifier, depending on which modifier you used for the attack roll). On a failed save, the target is stunned until the end of your next turn.

DIRTY BOXING

13th level Cheapshot feature

A lifetime of lopsided fights has trained you to exploit every possible weakness, no matter how unfair. You have advantage on attack rolls against creatures that are frightened, grappled, or incapacitated.

KNOCKOUT

17th level Cheapshot feature

Whether through pinpoint precision or pure power, your fists have become truly deadly weapons. When you make an unarmed strike with advantage and both of your attack rolls would hit the creature, your attack is considered a critical hit.

