

ROGUISH ARCHETYPE

At 3rd level, the **Alternate Rogue** gains the Roguish Archetype feature. The following exclusive option can be made available in addition to the Archetypes available with the base class:

Ventriloquist

VENTRILOQUIST

Masters of mechanical devices, Rogues turn to ventriloquism are marked by their wondrous Marionette - an unsettling and strange construct that they use to compliment their skills.

Rogue Level Feature

3rd	Marionette, Ventriloquist Exploits
7th	Nimble Control, Potent Tool
13th	Misdirection
17th	Storm of Strings

MARIONETTE

3rd-level Ventriloquist Archetype feature

You have constructed an unsettling mechanical companion for yourself. You gain proficiency in woodcarver's tools, and over the course of 1 hour you can use woodcarver's tools to construct a Tiny humanoid-shaped Marionette puppet that uses the Marionette stat block below. It uses your Exploit save DC and proficiency bonus (PB) in several places.

As a bonus action, you can deploy your Marionette to an unoccupied space within 20 feet of you. Once deployed, you can use a bonus action on your turn to move the Marionette up to 30 feet and have it make one Rattling Strike attack.

While deployed, your Marionette can use any Devious Exploits you know, expending an Exploit Die as normal.

Your Marionette must remain within 30 feet of you or it crumples to the floor in its space. While it is deployed, you can use your bonus action to recall your Marionette to you, and it returns to your side in the form of a Tiny object.

MARIONETTE

Small Construct, Unaligned

Armor Class 15 + your Dexterity modifier

Hit Points 5 + five times your Rogue level

Condition Immunities Blinded, Charmed, Deafened, Frightened, Poisoned, and Stunned.

Puppet. The Marionette cannot hold or interact with any objects, nor can it attune to or use magic items.

Strange Bond. Whenever the Marionette makes saving throw it uses your saving throw bonus for the roll.

Actions

Rattling Strike. *Melee Weapon Attack:* +2 +PB to hit, reach 5 ft., one target. *Hit:* 1d6 +2 +PB bludgeoning damage. After a creature is hit with a Rattling Strike, the next weapon attack against it before the start of your next turn is made with advantage.

VENTRILOQUIST EXPLOITS

3rd-level Ventriloquist Archetype feature

You learn certain Exploits at the Rogue levels noted in the table below. These don't count against your total number of Exploits Known and can't be switched upon gaining a level.

Rogue Level Exploit

3rd	<i>mechanical insight, precision strike</i>
5th	<i>exposing strike, redirect</i>
9th	<i>bewildering blow</i>

NIMBLE CONTROL

7th-level Ventriloquist Archetype feature

The complexity of your Marionette has increased. It can be up to 100 feet away from you without deactivating. Moreover, its hands are now nimble enough for it to interact with objects and tools if you use a bonus action to command it to do so.

When you use a bonus action to command the Marionette to do something, it can use any tools as well as you, and adds any relevant skill or tool proficiencies you have to its checks.

POTENT TOOL

7th-level Ventriloquist Archetype feature

Improvements to your Marionette have made it more potent in battle. When your Marionette is forced to make a saving throw it takes no damage on a successful saving throw.

In addition, you can apply your Sneak Attack bonus to the Marionette's Rattling Strike if it meets the conditions for Sneak Attack. You can only apply your Sneak Attack bonus to one attack between you and the Marionette per turn.

MISDIRECTION

13th-level Ventriloquist Archetype feature

You and your Marionette fight as one in battle. Instead of moving on your turn, you can instantly switch places with your Marionette. This does not provoke opportunity attacks.

Moreover, you can use your woodcarver's tools to create another Marionette over the course of a 10-minute period.

STORM OF STRINGS

17th-level Ventriloquist Archetype feature

As an action while your Marionette is deployed, you can whirl it around you in a 30-foot circle, forcing any creatures of your choice to make a Dexterity saving throw. Targets take force damage equal to your Sneak Attack bonus on a failed save, and half as much damage on a successful save.

When you use this feature your Marionette is unable to be redeployed until you take an action to repair it with a set of woodcarver's tools or tinker's tools.



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