

## **Showman Roguish Archetype**

Showman Rogue's are all about the glory and execution of the kill. They fight aggressively and elegantly, with strings of attacks on multiple targets. Style comes before everything for these killers, and anyone who watches them work can tell.



### **Public Executioner**

When you choose this archetype at 3rd level, you can gain proficiency in either the Intimidation and Performance skills if you don't already have it. You have advantage on these checks while you are visible carrying both a melee and ranged weapon.

### **Excessive Flair**

Starting at 3rd level, when you make a melee attack against a creature, you can immediately use your bonus action to switch to a ranged weapon and make an attack against another creature. If the second attack hits, it can trigger the damage of Sneak Attack if your first attack was not a Sneak Attack. This feature also applies in reverse with you starting with a ranged attack and switching to melee attack.

You can use this feature a number of times equal to your Dexterity modifier, and you regain all expended uses when you finish a short rest.

## Style Before All

Starting at 9th level, you build *Style* with each sneak attack, critical hit, successful dexterity saving throw, or when you reduce a creature to 0 hit points. You can build up to 7 *Style*, and it gives the following benefits.

Style Benefits	
Level of Style	Benefit
1-2	Your movement speed is increased by 10 feet
3-4	You gain advantage on dexterity checks and saving throws
5-6	You regain a number of uses of your <i>Excessive Flair</i> feature equal to half your proficiency bonus (rounded down)
7	All of your attacks can benefit from sneak attack damage.

*Style* decreases by 1 if you do not hit an attack on your turn, fail a dexterity saving throw, or are hit by a critical hit. It resets to 0 if you are incapacitated.

## Guns Blazing

Starting at 13th level, you gain advantage on your initiative roll. Additionally, if you are the first person to act in initiative, you start the combat with 1 *Style*.

## Coup de Grâce

Starting at 17th level, if the second hit of your *Excessive Flair* features critical strikes, sneak attacks, or reduces a target to 0 hit points, you may take a third attack with the weapon that you started the initial attack with.

This feature can be used once per long rest, or again upon reaching 7 *style* if it has already been used.