



Demolitionist

Originally found among Dwarves and other subterranean races who perfected the art of explosion to aid in their mining operations. This art was readily adopted during warfare where demolitionists specialize in sabotage and destruction. You use your unique skillset to infiltrate and lay waste to enemy forces and structures with devastating efficiency.

BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you gain proficiency with the explosives kit.

SET EXPLOSIVE

Starting at 3rd level you are able to craft explosive charges. Explosive charges are small lead balls packed with black powder which can be set with either a fuse or remote detonator. If set with a fuse, the charge will explode after a set amount of time / rounds (max 1 minute), if set with a remote detonator, you may use your reaction to detonate the charge. Setting an explosive during combat costs an action and requires you to be hidden. A charge occupies a 5 foot square and may be detected and/or disarmed with a successful perception / disable device check vs the explosive save DC. Upon exploding, each creature within a 10ft radius must make a dexterity saving throw. A target takes bludgeoning + piercing damage equal to your sneak attack damage on a failed save, or

half as much damage on a successful one. Objects caught in the blastzone are subject to object damage rules which can be found on page 246-247 of the DMG.

You can craft and carry up to four explosive charges at a time. This number increases to five at 7th level and to six at 15th level. Explosive charges may be crafted during a long rest and require the use of an explosives kit.

Explosive save DC = 8 + your proficiency bonus + your Intelligence modifier

CONTROLLED BLAST

You know how to place an explosive charge in such a way as to prevent unintended structural damage. You may spend 5 minutes carefully setting your explosive. If you do you can choose to ignore any number of squares within the blast zone adjacent and adjoining from the point of origin.