



ROGUE - THE PROSPECTOR

Within the Wild West, being an outlaw is nothing special. Unsurprisingly, in a lawless land, the special way to make money is not crime, but prospecting. Difficult and demanding as it is, no job pays better than striking gold.

Tunnel Rat

At 3rd level, you gain the ability to dig and create tunnels quickly and quietly. While standing on a solid surface, you can spend a bonus action to create a small tunnel in the ground, allowing you to borrow at half your movement speed until the end of your turn. While burrowing you are holding your breath. While within your tunnel, you gain tremorsense up to 10 feet and have full cover. The tunnel is visible from the outside. A creature can spend its action to break the tunnel by making a Strength (Athletics) check contested by your Dexterity (Sleight of Hand).

You may emerge from the tunnel either by using an action to do so or by taking the Attack action to attack a creature directly 5 feet above you with a melee attack. When attacking a creature in this way, you can use your Sneak Attack on the attack, even if you do not meet the other requirements for Sneak Attack.

Mining Work

Also at 3rd level, you gain darkvision up to 60 feet and can hold your breath for a number of minutes equal to 2 + twice your Constitution modifier.

Golden Strike

Starting at 9th level, you can use the gold you've gathered from your prospecting to encase a creature in solid gold. As an action, you can choose a creature within 30 feet of you and throw magical gold at it. It must succeed on a Constitution saving throw (DC = 8 + your proficiency bonus + your Constitution Modifier) or become paralyzed until the end of your next turn. If the creature is Huge or larger, it has advantage on this saving throw.

Once you've used this feature, you can't use it again until you finish a short or long rest.

Treasure Finder

By the 13th level, you've become particularly skilled at finding treasure and emerging from the ground just in the nick of time. Your tunnel now allows you to move at your full movement speed, and your tremorsense extends to 30 feet. Additionally, you sense the location of all magical items within the range of your tremorsense.

Glistening Skin

By the 17th level, gold has become part of your very body. You have resistance against nonmagical bludgeoning, piercing, and slashing damage.

In addition, burrowing no longer disturbs the material you move through.

