

# BUTCHER

**T**echnique is a subjective thing. What one sees as skill might, to another, be mere child's play. As an example, many see killing without a trace as a show of true skill; an action so self-contained that the most brilliant of minds struggle to even see that it had occurred in the first place. It makes the crime extremely difficult to solve, and helps ensure the criminal escapes.

However, others point out, the same can still be true even if you do leave evidence. After all, finding evidence from a single murder in three different alleyways at once does tend to confuse the law.

## CUTTING EFFICIENCY

At 3rd level, you gain a level of skill with unusual cutting weapons. You gain proficiency in the handaxe and battleaxe. When wielded in one hand, both gain the Finesse property.

## BLOOD AND BUTCHERY

Also at 3rd level, you can inflict bleeding wounds to your enemies with enough force.

Whenever you deal slashing damage to a creature, you can choose to inflict the bleeding condition. A creature that is bleeding has disadvantage on Strength checks, and you gain several advantages when you hit them with a weapon attack. This condition lasts for 1 minute, or until the creature regains hit points.

- When you cannot use Sneak Attack, you deal half your number of Sneak Attack dice as bonus slashing damage.
- When you do deal Sneak Attack damage, you can choose to re-roll a number of the Sneak Attack dice equal to half your Dexterity modifier. You must use the new results.

### DRAWING BLOOD FROM A STONE

A creature with the construct typing is immune to the bleeding condition. However, most other creatures can be affected in some way.

An elemental might have its planar bindings cut, bleeding out elemental essence; similarly, a slime's surface tension could be ruptured, allowing toxic sludge to bleed out.

At your DM's option, certain creatures might be resistant or immune to bleeding caused by normal weapons they are resistant or immune to. Thus a werewolf can only be bled effectively using a silver weapon, while a ghost would require a magical one to be truly affected.

Other creatures potentially resistant or immune include skeletons or golems, though even they might have their weaknesses.

## PRECISION CARVING

Starting at 9th level, your skill in bloodletting allows you to strategically hinder your opponents. Instead of causing a creature to begin bleeding with your Blood and Butchery feature, you can instead cause it to become blinded or deafened, or you can reduce its movement speed by 10 feet.

These effects last for 1 minute or until the creature regains hit points. Otherwise, the condition functions as normal and does not confer any of the usual benefits for your attacks as in the Blood and Butchery feature.

## MURDEROUS INTENT

Also at 9th level, you learn how best to terrify your enemies with the results of your attacks. Whenever you kill or critically hit a bleeding creature, you can use your reaction to brandish your weapons or otherwise draw attention to the wound. All creatures of your choice within 30 feet must then make a Wisdom saving throw, the DC of which equals 8 + your proficiency bonus plus your Charisma modifier.

On a failure, the target is frightened by you for 1 minute. It may repeat the saving throw at the end of each of its turns. If you critically hit a creature to activate this, that creature has disadvantage on the saving throw and any more saving throws it makes for this feature as long as it is still bleeding.

You may use this feature once per short rest.

## OPPORTUNISTIC STRIKES

Beginning at 13th level, you can capitalize on your opponents' weakness while they bleed out from your attacks. Whenever you have advantage on an attack against a bleeding target, you double the effects of your Blood and Butchery feature.

You also gain this effect if you critically hit a bleeding target, regardless of whether or not you had advantage on the attack.

## LETHALITY

Starting at 17th level, you now score a critical hit on a roll of 19 or 20 when wielding a weapon that deals slashing damage.