Rogue Echo Skulker

Homebrew by Alex and Quinn Schulte from A Couple of Characters.

The Echo Skulker is an enigmatic figure who sticks to the shadows, waiting to ambush their opponents. Echo Skulker rogues use the possibilities of potential timelines to their advantage.

Manifest Echo

Original Source: Manifest Echo, Fighter Echo Knight (EGW).

This feature is identical to the Manifest Echo feature from the Echo Knight, with the additional feature below.

At 3rd level, you can use the echo in the following way:

- If your echo is within 5 feet of a creature, it counts as a hostile creature for the purposes of gaining Sneak Attack on any attacks against that creature.

Cunning Echo

At 3rd level, you can manipulate your echo's movements. Whenever you use your Cunning Action to Dash, Hide, or Disengage, your echo can make the same action from its position.

You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Echo Skullduggery

Original Source: Echo Avatar, Fighter Echo Knight (EGW).

This feature is identical to the Echo Avatar feature from the Echo Knight, with the additional feature below, though you do not have access to it until 9th level.

Starting at 9th level, you can perform the following actions with your echo:

- The echo can stow one object it's holding in a container worn or carried by another creature.
- The echo can retrieve an object in a container worn or carried by another creature.
- The echo can use thieves' tools to pick locks and disarm traps.
- The echo can open an unlocked door, window, or chest.

Misdirecting Shadow

At 13th level, you gain the ability to distract targets with your echo. You have advantage on attacks against any creature you attack within 5 feet of your echo.

Shadowy Potential

By 17th level, you have learned to blend yourself and your echo into the shadows. As an action, you can magically make both yourself and your echo invisible, along with anything you are wearing or carrying.

This invisibility lasts for 1 hour or until you dismiss this effect (no action required). This invisibility ends early immediately after you deal damage to a creature or you force a creature to make a saving throw.

You can use this feature a number of times equal to your intelligence modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Contact Us

If you want to know more about our take on this roguish archetype, check out episode 52 of our podcast A Couple of Characters at acoupleofcharacterspodcast.com or wherever podcasts are found!

If you play a character using the echo skulker, let us know how it went by e-mailing us at acoupleofcharacterspod at gmail.com.

Sources

EGW = Explorer's Guide to Wildmount.

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