DUALINK

Nailmaster

Rogue Subclass



Hollow Knight Edition

Nailmaster

Nailmasters are warriors of precision and discipline, trained to channel their strength into devastating, perfectly timed strikes.

Nailmaster's Focus

At 3rd level, you learn to enter a focused stance to prepare powerful Nail Arts.

As a bonus action, you can enter a Focused state. This state lasts until the end of your next turn, until you miss an attack, or until you release a Nail Art.

While Focused:

- Your speed is reduced by 15 feet
- You cannot take the Dash action
- If you take a reaction, you cannot take a reaction until the end of your next turn

If you hit a creature with a weapon attack while Focused, you can release a Nail Art.

Nail Arts

At 3rd level, you learn three Nail Arts of your choice from the list below. You learn one additional Nail Art at 9th, 13th, and 17th level. You can release only one Nail Art per turn.

Great Slash

When you hit a creature while Focused:

- Add extra damage equal to a number of your Sneak Attack dice equal to half your proficiency bonus (rounded up)
- If the creature is Large or smaller, it must succeed on a Strength save or be pushed 10 feet

Dash Slash

When you move at least 20 feet in a straight line toward a creature and hit it while Focused:

- Gain +10 feet reach for the attack
- On hit, deal extra damage equal to your Rogue Level
- You may move through the target's space this turn

Cyclone Slash

When you hit a creature while Focused you can choose up to two other creatures within 5 feet.

- Make one weapon attack against each chosen creature
- These attacks cannot apply Sneak Attack damage

Extended Reach

When you release a Nail Art:

- The triggering attack gains +15 feet reach

Armor Break

When you hit a creature while Focused:

- The target loses resistance to the damage of the triggering attack for 1d4 - 1 rounds

Precise Cut

When you hit a creature while Focused:

- You can reroll any damage dice that show a 1, and must use the new rolls

Mark of the Nail

When you hit a creature while Focused:

- Until the start of your next turn, attacks against that creature have advantage if you are within 5 feet of it.

Shade Pierce

When you hit while Focused:

- Attack ignores resistance to weapon damage
- If the target is concentrating, it has disadvantage on the save

Finishing Cut

When you hit a creature below half HP while Focused:

- Add your proficiency bonus to damage
- If this reduces it to 0 HP, regain Focus immediately

Refined Focus

At 9th level, your Focus becomes fluid and battle-tested. Entering Focus no longer reduces your speed.

Additionally, when you reduce a creature to 0 hit points or deal Sneak Attack damage, you may move up to half your speed without provoking opportunity attacks.

Master Nail Arts

At 13th level, your techniques become more fluid.

- You can enter Focus as part of the same bonus action you use for Cunning Action
- When you release a Nail Art, you gain advantage on the attack roll

Perfect Form

At 17th level, your mastery reaches its peak. You can maintain Focus for up to 1 minute and releasing a Nail Art no longer ends your Focus.

In addition, once per short or long rest, when you release a Nail Art and hit, you may maximize your weapon damage dice and Sneak Attack dice instead of rolling them.