

# ROGUE

THE ROGUE			
Level	Proficiency Bonus	Sneak Attack	Features
1	+2	1d6	Expertise, Sneak Attack, Thieves' Cant
2	+2	1d6	Cunning Action
3	+2	2d6	Roguish Archetype
4	+2	2d6	Ability Score Improvement
5	+3	3d6	Uncanny Dodge
6	+3	3d6	Expertise
7	+3	4d6	Evasion
8	+3	4d6	Ability Score Improvement
9	+4	5d6	Roguish Archetype feature
10	+4	5d6	Ability Score Improvement
11	+4	6d6	Reliable Talent
12	+4	6d6	Ability Score Improvement
13	+5	7d6	Roguish Archetype feature
14	+5	7d6	Blindsense
15	+5	8d6	Slippery Mind
16	+5	8d6	Ability Score Improvement
17	+6	9d6	Roguish Archetype feature
18	+6	9d6	Elusive
19	+6	10d6	Ability Score Improvement
20	+6	10d6	Stroke of Luck

## SKILL AND PRECISION

Rogues devote as much effort to mastering the use of a variety of skills as they do to perfecting their combat abilities, giving them a broad expertise that few other characters can match. Many rogues focus on stealth and deception, while others refine the skills that help them in a dungeon environment, such as climbing, finding and disarming traps, and opening locks.

When it comes to combat, rogues prioritize cunning over brute strength. A rogue would rather make one precise strike, placing it exactly where the attack will hurt the target most, than wear an opponent down with a barrage of attacks. Rogues have an almost supernatural

knack for avoiding danger, and a few learn magical tricks to supplement their other abilities.

## A SHADY LIVING

Every town and city has its share of rogues. Most of them live up to the worst stereotypes of the class, making a living as burglars, assassins, cutpurses, and con artists. Often, these scoundrels are organized into thieves' guilds or crime families. Plenty of rogues operate independently, but even they sometimes recruit apprentices to help them in their scams and heists. A few rogues make an honest living as locksmiths, investigators, or exterminators, which can be a

dangerous job in a world where dire rats—and wererats—haunt the sewers.

As adventurers, rogues fall on both sides of the law. Some are hardened criminals who decide to seek their fortune in treasure hoards, while others take up a life of adventure to escape from the law. Some have learned and perfected their skills with the explicit purpose of infiltrating ancient ruins and hidden crypts in search of treasure.

## CREATING A ROGUE

As you create your rogue character, consider the character's relationship to the law. Do you have a criminal past—or present? Are you on the run from the law or from an angry thieves' guild master? Or did you leave your guild in search of bigger risks and bigger rewards? Is it greed that drives you in your adventures, or some other desire or ideal?

What was the trigger that led you away from your previous life? Did a great con or heist gone terribly wrong cause you to reevaluate your career? Maybe you were lucky and a successful robbery gave you the coin you needed to escape the squalor of your life. Did wanderlust finally call you away from your home? Perhaps you suddenly found yourself cut off from your family or your mentor, and you had to find a new means of support. Or maybe you made a new friend—another member of your adventuring party—who showed you new possibilities for earning a living and employing your particular talents.

### Quick Build

You can make a rogue quickly by following these suggestions. First, Dexterity should be your highest ability score. Make Intelligence your next-highest if you want to excel at Investigation or plan to take up the Arcane Trickster archetype. Choose Charisma instead if you plan to emphasize deception and social interaction. Second, choose the charlatan background.

## CLASS FEATURES

As a rogue, you have the following class features.

### Hit Points

**Hit Dice:** 1d8 per rogue level

**Hit Points at 1st Level:** 8 + your Constitution modifier

**Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per rogue level after 1st

### Proficiencies

**Armor:** Light armor

**Weapons:** Simple weapons, hand crossbows, longswords, rapiers, shortswords

**Tools:** Thieves' tools

**Saving Throws:** Dexterity, Intelligence

**Skills:** Choose four from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, and Stealth

## EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a rapier or (b) a shortsword
- (a) a shortbow and quiver of 20 arrows or (b) a shortsword
- (a) a burglar's pack, (b) a dungeoneer's pack, or (c) an explorer's pack
- Leather armor, two daggers, and thieves' tools

## EXPERTISE

At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

## SNEAK ATTACK

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Rogue table.

## THIEVES' CANT

During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly.

In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

## CUNNING ACTION

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

## ROGUISH ARCHETYPE

At 3rd level, you choose an archetype that you emulate in the exercise of your rogue abilities: Assassin, Bard, Duellist, or Ranger, all detailed at the end of the class description. Your archetype choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

## ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

## UNCANNY DODGE

Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

## EVASION

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

## RELIABLE TALENT

By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

## **BLINDSENSE**

Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

## **SLIPPERY MIND**

By 15th level, you have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

## **ELUSIVE**

Beginning at 18th level, you are so evasive that attackers rarely gain the upper hand against you. No attack roll has advantage against you while you aren't incapacitated.

## **STROKE OF LUCK**

At 20th level, you have an uncanny knack for succeeding when you need to. If your attack misses a target within range, you can turn the miss into a hit. Alternatively, if you fail an ability check, you can treat the d20 roll as a 20.

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

## **ROGUEISH ARCHETYPES**

Rogues have many features in common, including their emphasis on perfecting their skills, their precise and deadly approach to combat, and their increasingly quick reflexes. But different rogues steer those talents in varying directions, embodied by the rogue archetypes.

Your choice of archetype is a reflection of your focus—not necessarily an indication of your chosen profession, but a description of your preferred techniques.

## **ASSASSIN**

The assassin finds any notion of fairness a quaint ideal that has no place in combat. Poisons are their weapon of choice, as are crippling strikes that inflict persistent

wounds on their foes. As killers, assassins are a marvel of stealth and efficiency.

## **Bonus Proficiencies**

When you choose this archetype at 3rd level, you gain proficiency with the disguise kit and the poisoner's kit.

## **Assassinate**

Starting at 3rd level, you are at your deadliest when you get the drop on your enemies. You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit.

## **Infiltration Expertise**

Starting at 9th level, you can unfailingly create false identities for yourself. You must spend seven days and 25 gp to establish the history, profession, and affiliations for an identity. You can't establish an identity that belongs to someone else. For example, you might acquire appropriate clothing, letters of introduction, and official-looking certification to establish yourself as a member of a trading house from a remote city so you can insinuate yourself into the company of other wealthy merchants.

Thereafter, if you adopt the new identity as a disguise, other creatures believe you to be that person until given an obvious reason not to.

## **Impostor**

At 13th level, you gain the ability to unerringly mimic another person's speech, writing, and behaviour. You must spend at least three hours studying these three components of the person's behaviour, listening to speech, examining handwriting, and observing mannerisms.

Your ruse is indiscernible to the casual observer. If a wary creature suspects something is amiss, you have advantage on any Charisma (Deception) check you make to avoid detection.

### **Death Strike**

Starting at 17th level, you become a master of instant death. When you attack and hit a creature that is surprised, it must make a Constitution saving throw (DC 8 + your Dexterity modifier + your proficiency bonus). On a failed save, double the damage of your attack against the creature.

## **BARD**

Bards follow an Orlesian tradition, acting as assassins, spies, saboteurs and following other secretive pursuits in the constant, and sometimes petty, struggles between nobles. Having taken the minstrel's art to new levels, bards are skilled performers and master manipulators; bards can inspire their allies or dishearten their foes through song and tale.

### **Jack of All Trades**

When you gain this archetype at 3rd level, you gain proficiency with the disguise kit, the forgery kit, and one gaming kit of your choice. You also learn two languages of your choice.

Additionally, you can unerringly mimic the speech patterns and accent of a creature that you hear speak for at least 1 minute, enabling you to pass yourself off as a native speaker, provided that you know the language.

### **Bardic Inspiration**

From 3rd level, you can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the

DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

You can use this feature once, and gain one additional use each at 9th level, 13th level, and 17th level. You regain any expended uses when you finish a short or long rest.

Your Bardic Inspiration die changes when you reach certain levels in this class. The die becomes a d8 at 9th level, a d10 at 13th level, and a d12 at 17th level.

### **Song of Rest**

Starting at 3rd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest, each of those creatures regains an extra 1d6 hit points.

The extra hit points increase when you reach certain levels in this class: to 1d8 at 9th level, to 1d10 at 13th level, and to 1d12 at 17th level.

### **Countercharm**

At 9th level, you gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed.

A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

### **Misdirection**

Beginning at 13th level, you can sometimes cause another creature to suffer an attack meant for you. When you are targeted by an attack whilst a creature

within 5 feet of you is granting you cover against that attack, you can use your reaction to have the attack target that creature instead of you.

### **Soul of Deceit**

Starting at 17th level, your thoughts can't be read by telepathy or other means, unless you allow it. You can present false thoughts by succeeding on a Charisma (Deception) check contested by the mind reader's Wisdom (Insight) check.

Additionally, no matter what you say, magic that would determine if you are telling the truth indicates you are being truthful if you so choose, and you can't be compelled to tell the truth by magic.

## **DUELLIST**

Duellists are deadly combatants who prefer to fight in light armour and strike with light, but precise attacks. Experienced duellists have preternatural reflexes that allow them to evade their opponents' clumsy blows, as well as strike with remarkable precision.

### **Fancy Footwork**

When you choose this archetype at 3rd level, you learn how to land a strike and then slip away without reprisal. During your turn, if you make a melee attack against a creature, that creature can't make opportunity attacks against you for the rest of your turn.

### **Rakish Audacity**

Starting at 3rd level, your confidence propels you into battle. You can give yourself a bonus to your Initiative rolls equal to your Charisma modifier.

You also gain an additional way to use your Sneak Attack; you don't need advantage on the attack roll to use your Sneak Attack against a creature if you are within 5 feet of it, no other creatures are within 5 feet of you, and you don't have disadvantage on the attack

roll. All the other rules for Sneak Attack still apply to you.

### **Panache**

At 9th level, your charm becomes extraordinarily beguiling. As an action, you can make a Charisma (Persuasion) check contested by a creature's Wisdom (Insight) check. The creature must be able to hear you, and the two of you must share a language.

If you succeed on the check and the creature is hostile to you, it has disadvantage on attack rolls against targets other than you and can't make opportunity attacks against targets other than you. This effect lasts for 1 minute, until one of your companions attacks the target or affects it with a spell, or until you and the target are more than 60 feet apart.

If you succeed on the check and the creature isn't hostile to you, it is charmed by you for 1 minute. While charmed, it regards you as a friendly acquaintance. This effect ends immediately if you or your companions do anything harmful to it.

### **Elegant Manoeuvre**

Starting at 13th level, you can use a bonus action on your turn to gain advantage on the next Dexterity (Acrobatics) or Strength (Athletics) checks you make during the same turn.

### **Master Duellist**

Beginning at 13th level, your mastery of the blade lets you turn failure into success in combat. If you miss with an attack roll, you can roll it again with advantage. Once you do so, you can't use this feature again until you finish a short or long rest.

## **RANGER**

Rangers have an affinity for open country and wilderness, but as independent scouts and militia, they are opportunists, not stewards of nature. They exploit every

advantage of their environment, and can lure wild beasts to attack their foes.

### **Skirmisher**

Starting at 3rd level, you are difficult to pin down during a fight. You can move up to half your speed as a reaction when an enemy ends its turn within 5 feet of you. This movement doesn't provoke opportunity attacks.

### **Survivalist**

When you choose this archetype at 3rd level, you gain proficiency in the Nature and Survival skills, if you don't already have it. Your proficiency bonus is doubled for any ability check you make that uses either of these proficiencies.

### **Superior Mobility**

At 9th level, your walking speed increases by 10 feet. If you have a climbing or swimming speed, this increase applies to that speed as well.

### **Ambush Master**

Starting at 13th level, you excel at leading ambushes and acting first in a fight.

You have advantage on Initiative rolls. In addition, the first creature you hit during the first round of a combat becomes easier for you and others to strike; attack rolls against that target have advantage until the start of your next turn.

### **Sudden Strike**

Starting at 17th level, you can strike with deadly speed. If you take the Attack action on your turn, you can make one additional attack as a bonus action. This attack can benefit from your Sneak Attack even if you have already used it this turn, but you can't use your Sneak Attack against the same target more than once in a turn.