Roguish Archetypes

At 3rd level, a Rogue gains the Roguish Archetype feature. The following Patron-exclusive options can be made available in addition to the Archetypes available in official content:

Edgelord	Falconer	Troubadour

Edgelord

Some people find themselves in darkness, but you were born in it. Maybe you were orphaned at a young age and spent your childhood on the streets. Or, maybe you were born in a family that just didn't *get* you, like not at *all*. No matter your tragic past, you have weaponized that unique suffering that nobody could possibly understand to become a vicious Edgelord.

Now, you stalk the darkness and impart your pain onto those unfortunate enough to meet your inky black gaze.

Dramatic Retort
3rd-level Edgelord Archetype feature
It would be impossible for someone to fully understand your pain, but you can give them a glimpse of the suffering within your soul. As bonus action, you can direct a scathing quip at a creature that can hear you within 30 feet, forcing it to make a Wisdom saving throw against your Exploit Save DC.

On a failed save, the creature takes psychic damage equal to one roll of your Exploit Die, and you can add your Sneak Attack bonus to attacks against it until the start of your next turn, so long as you don't have disadvantage on your attack. On a success, it takes no damage, but it feels bad for you.

Edgelord Exploits
3rd-level Edgelord Archetype feature
You learn certain Exploits at the Rogue levels noted in the table below. These don't count against your total number of Exploits Known and can't be switched upon gaining a level.

Rogue Level	Exploit
3rd	*streetwise, smoke bomb*
5th	*dirty hit, grasp of night*
9th	*incite violence*

Tragic Backstory
3rd-level Edgelord Archetype feature
Your upbringing was traumatic beyond what any other mortal has experienced, though it has granted you certain skills. You gain proficiency in Performance and in two of the following tool kit: the disguise kit, forgery kit, or poisoner's kit.

Moreover, whenever you make an ability check that uses one of the proficiencies you gained from this feature you gain a bonus to your roll equal to one roll of your Exploit Die.

One with Shadows
7th-level Edgelord Archetype feature
Your soul is so dark that you emanate darkness itself. When a creature attempts to perceive you, it does so as if you were in one level of darkness greater then usual. If you are in normal light, it perceives you in dim light, and if you are in dim light, it perceives you as if you were in darkness.

In addition, you can draw upon this shadow and magically manifest it. As an action, you can expend one Exploit Die to cast *darkness* at a point that you can see within 30 feet.

Finally, you can see normally in both normal darkness and in magical darkness that you create (such as by *darkness*).

Fade to Black
13th-level Edgelord Archetype feature
You care so little about your own life that you can fade into nothingness. As a bonus action, you can expend an Exploit Die to disappear and instantly reappear in an area of darkness that you can see within 30 feet.

If you are within an area of darkness when you use this feature you can do so without expending an Exploit Die.

Lord of the Edge
17th-level Edgelord Archetype feature
The darkness within your soul surpasses that of Chaos Lords and Archdevils. When you use your Dramatic Retort, you can choose to empower it with primordial darkness and suffering. Creatures of your choice that can hear you within range must make a Wisdom saving throw against your Exploit Save DC.

They take psychic damage equal to five rolls of your Exploit Die on a failed save, and half as much damage on a success.

Once you empower Dramatic Retort in this way you must finish a short or long rest before you can do so again.

Falconer

You have dedicated your life to training an elegant and deadly Bird of Prey. With your winged partner at your side, there is no mission or foe that the two of you cannot take on together. With your Bird of Prey watching from the skies above, there is little that can escape the wrath of your talons and blade.

Bird of Prey
3rd-level Falconer Archetype feature
You complete the training of a Bird of Prey to adventure by your side. You determine its appearance, but this choice has no effect on its game statistics. Common Birds of Prey are hawks, falcons, eagles, and vultures. It is friendly to you and your allies and obeys your commands. It uses the Bird of Prey stat block on this page, which uses your proficiency bonus (PB) and Exploit save DC in several places.

In combat, the Bird acts during your turn. It can move and use its reaction on its own, but it only takes the Dodge action unless you use your bonus action to command it to take an action from its stat block, or another combat action.

When you take the Attack action, you can command your Bird to take the Attack action in place of one of your attacks. If you are incapacitated, your Bird of Prey can act on its own.

If your Bird falls to 0 hit points it makes death saving throws like a player character would. Should your Bird of Prey die, you can spend time during a long rest to seek out a worthy bird from the wild to serve as your Companion, so long as such a bird exists. Once you bond with such a bird, it uses the Bird of Prey stat block.

Falconer Exploits
3rd-level Falconer Archetype feature
You learn certain Exploits at the Rogue levels noted in the table below. These don't count against your total number of Exploits Known and can't be switched upon gaining a level.

Rogue Level	Exploit
3rd	*aerial maneuver, cunning instinct*
5th	*exposing strike, trick shot*
9th	*survey settlement*

Falconer's Training
3rd-level Falconer Archetype feature
You have dedicated many days to the art of falconry. You gain proficiency in both Animal Handling and Nature if you do not have it already. Whenever you make an Intelligence (Nature) or a Wisdom (Animal Handling) check related to flying birds, beasts, or monstrosities of any kind, you gain a bonus to your roll equal to one roll of your Exploit Die.

Bird of Prey
Tiny Beast, Neutral

Armor Class 13 + PB (natural armor)
Hit Points 4 + five times your Rogue level.
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	13 (+1)	6 (-2)	16 (+3)	6 (-2)

Senses darkvision 60 ft., passive Perception 18
Languages understands one language you speak

Falconer's Bond You add your PB to any ability check or saving throw the Bird of Prey makes.

Flyby. The Bird of Prey doesn't provoke opportunity attacks when it flies out of an enemies reach.

Hit Dice. The Bird of Prey has a total number of d6 Hit Dice equal to your Rogue level. It also gains all the normal benefits of both short and long rests.

Keen Sight. The Bird of Prey has advantage on any ability check that relies on its sense of sight.

Actions
Talons. *Melee Weapon Attack:* +3 +PB to hit, reach 5 ft., one target. *Hit:* 1d4 +3 +PB slashing damage.

Avian Bond
7th-level Falconer Archetype feature
Your connection with your Bird of Prey has grown. You and your Bird of Prey can use whistles, chirps, and gestures to share simple ideas and convey information to each other.

Primal Hunter
7th-level Falconer Archetype feature
Through dedicated training you have honed the natural skills of your Bird of Prey. Whenever an effect allows your Bird of Prey to make a Dexterity saving throw to take half damage, it takes no damage on a success, and half damage on a failure.

Also, when your Bird of Prey hits a creature with a Talon attack that would meet the requirements for Sneak Attack, it can forgo the damage of its attack to force the target to make a Dexterity saving throw against your Exploit save DC. On a failed save, it is blinded until the start of your next turn.

Harrying Strikes
13th-level Falconer Archetype feature
When a creature within 10 feet of your Bird of Prey makes an attack, your Bird can use its reaction to impose disadvantage on their attack roll.

Falconer of Legend
17th-level Falconer Archetype feature
Your Bird of Prey rivals the great winged beasts of legends. Once per turn when your Bird of Prey hits with a Talon attack that meets the requirements for Sneak Attack, it can add your Sneak Attack bonus to its damage roll. Though, your Bird of Prey rolls d4s in place of the normal d6s for Sneak Attack.

Troubadour

While most Rogues prefer to remain hidden in the shadows, those known as Troubadours can't help but be drawn to the spotlight. Troubadours are marked by their great skill in the performing arts, ad their relentless pursuit of romantic love.

Romantic Artistry
3rd-level Troubadour Archetype feature
You have mastered many art forms in your pursuit of love. When you adopt this Archetype, you gain proficiency in Performance, and with two instruments of your choice.

When you make a Charisma (Performance) check, or a check with either musical instrument proficiency from this feature, you treat a roll of 7 or lower on the d20 as an 8.

Spellcasting
3rd-level Troubadour Archetype feature
Your talent in poetry and music allows you to produce spells, much like the **Bard** does. You gain the following benefits:

Cantrips. You learn three cantrips: *vicious mockery* and two other cantrips of your choice from the Bard Spell List. You learn another Bard cantrip at 10th level in this class.

Spell Slots. The Troubadour Spellcasting table shows how many spell slots you have to cast your spells of 1st-level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. For example, if you know the *charm person* spell and have both a 1st and a 2nd-level spell slot, you can cast *charm person* using either spell slot.

Spells Known of 1st-Level and Higher. You know three 1st-level spells of your choice from the Bard spell list. The Spells Known column of the Troubadour Spellcasting table shows when you learn more Bard spells of your choice of 1st-level or higher, of a level for which you have slots.

When you gain a level, you can replace one of your Spells Known with another spell from the Bard Spell List. The spell must also be of a level for which you have spell slots.

Spellcasting Focus. You can use any musical instrument you are proficient in as a spellcasting focus for your spells.

Spellcasting Ability. Charisma is your spellcasting ability for Bard spells, as your magic is fueled by poetry and song. You use Charisma when a spell refers to your spellcasting ability. You also use your Charisma modifier when setting the saving throw DC or making a spell attack roll for a bard spell.

Spell save DC = 8 + your proficiency bonus
+ your Charisma modifier

Spell attack modifier = your proficiency bonus
+ your Charisma modifier

Poetic Inspiration
3rd-level Troubadour Archetype feature
You inspire others with poetic verse. When a creature that can hear you within 60 feet makes an ability check, attack roll, or saving throw, you can use your reaction to add one roll of your Exploit Die to its roll. You can use this reaction after the creature rolls, but before you know if it succeeds or fails.

You can use this reaction a number of times equal to your Charisma modifier (minimum of once). You regain all uses when you finish a long rest. If you have no uses left, you can expend an Exploit Die to use this feature again.

Soothing Performance
7th-level Troubadour Archetype feature
Your poetry and song assuages the wounds and worries of your allies. When a creature spends one or more Hit Dice to recover hit points during a short rest with you, they regain additional hit points equal to one roll of your Exploit Die.

Hopeless Romantic
13th-level Troubadour Archetype feature
Your poetic verse inspire the best in others through your undying love and affection. You regain all expended uses of Poetic Inspiration each time you finish a short or long rest.

Poetic Assault
17th-level Troubadour Archetype feature
Your verses cut to the emotional heart of your foes. When you damage a creature with a Bard spell of 1st-level or higher, you can add your Sneak Attack bonus to one target of the spell.

Troubadour Spellcasting

Rogue Level	Spells Known	1st Level	2nd Level	3rd Level	4th Level
3rd	3	2	—	—	—
4th	4	3	—	—	—
5th	4	3	—	—	—
6th	4	3	—	—	—
7th	5	4	2	—	—
8th	6	4	2	—	—
9th	6	4	2	—	—
10th	7	4	3	—	—
11th	8	4	3	—	—
12th	8	4	3	—	—
13th	9	4	3	2	—
14th	10	4	3	2	—
15th	10	4	3	2	—
16th	11	4	3	3	—
17th	11	4	3	3	—
18th	11	4	3	3	—
19th	12	4	3	3	1
20th	13	4	3	3	1

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