



ALTERNATE ROGUE

EXPANDED

HOMEBREW

A Multitude of Additional Options for the Alternate Rogue!
Includes Nine Roguish Archetypes and Eighteen Exploits



ALTERNATE ROGUE EXPANDED

In 5e, the Rogue class, while balanced, can lack interesting decisions both in and out of combat. For some, this is okay, but for players that would enjoy a more tactical experience, the **Alternate Rogue** looks to capture the fantasy of playing a Rogue without reducing it to simplistic play loop. Included here are additional options for the Alternate Rogue class:

Advanced Devious Exploits. The Exploits included here may be harder to learn, or require a specific master to teach. Advanced Exploits are more fantastical in nature, and are balanced based on spells that are available to casters in 5e.

Roguish Feats. The feats included here allow all player characters to share in the abilities of the Alternate Rogue.

Additional Roguish Archetypes. Included here are eight more Archetypes for Rogues to choose from at 3rd level.

ADVANCED DEVIOUS EXPLOITS

Below are additional Exploits available to Alternate Rogues. If an Exploit has a prerequisite, like a minimum Ability Score or level, you can learn it when you meet the prerequisites.

Check with your DM before using the Exploits below.

1ST-DEGREE EXPLOITS

Exploits of the 1st-degree are minor techniques slightly more complicated than swinging a weapon. They can be learned by Rogues with modest training and have no level prerequisite.

COUNTER

Prerequisites: Dexterity of 11

When a creature you can see misses you with a melee attack, you can use your reaction to expend an Exploit Die and make a single melee weapon attack against your attacker. On hit, you add one roll of your Exploit Die to your damage roll.

FLAMING SHOT

When you make a ranged weapon attack, you can expend an Exploit Die to light the ammunition aflame. On hit, you deal additional fire damage equal to one roll of your Exploit Die.

If your target is a flammable object that is not being worn or carried, you can ignite it in place of dealing damage.

LUNGE

As part of a melee weapon attack, you can expend an Exploit Die to increase the range of that attack by 5 feet. On hit, you deal additional damage equal to one roll of your Exploit Die.

OIL BOMB

Prerequisites: proficiency with alchemist's supplies

As an action, you can expend one Exploit Die and use your alchemist's supplies to craft an Oil Bomb, which retains its potency until the end of your next long rest. However, you cannot regain this Exploit Die until you use the Oil Bomb.

A creature can take the Use an Object action to throw this Oil Bomb at a point it can see within 60 feet. It explodes on impact, covering a 10-foot square centered on that point with alchemical oil, turning it into difficult terrain. Any creatures in that area upon impact, and any creature that enters the area must succeed on a Dexterity saving throw or fall prone.

The Oil retains its potency on the ground for 1 minute.

SMOKE BOMB

Prerequisites: proficiency with alchemist's supplies

As an action, you can expend one Exploit Die and use your alchemist's supplies to craft a Smoke Bomb, which retains its potency until the end of your next long rest. However, you can't regain this Exploit Die until you use the Smoke Bomb.

A creature can take the Use an Object action to throw this Smoke Bomb at a point it can see within 60 feet. It explodes on impact, creating a 20-foot-radius sphere of smoke, which spreads around corners, centered on the impact. The smoke heavily obscures the area and lasts for 10 minutes. It can be dispersed by a moderate wind of at least 10 miles per hour.

STREETWISE

Prerequisite: Charisma of 11

If you are in a settlement, you can make Charisma (History) and Charisma (Investigation) checks instead of the normal Intelligence (History) or Intelligence (Investigation) checks.

Also, when you make a Charisma (History) or a Charisma (Investigation) check you can expend one Exploit Die, roll it, and add the result to your ability check. You can do so after you roll the d20, but before you know if you succeed or fail.



2ND-DEGREE EXPLOITS

Exploits of this degree represent the absolute peak of roguish skill that is achievable without dedicated training. 2nd-degree Exploits can be learned by any Rogue of 5th level or higher.

FLASH BOMB

Prerequisites: 5th level, proficiency with alchemist's supplies

As an action, you can expend one Exploit Die and use your alchemist's supplies to craft a Flash Bomb, which retains its potency until the end of your next long rest. However, you can't regain this Exploit Die until you use the Flash Bomb.

A creature can take the Use an Object action to throw this Flash Bomb at a point it can see within 60 feet. It explodes on impact, and any creature within 20 feet of the impact that can see must succeed on a Constitution saving throw or be blinded for 1 minute. A creature with the *sunlight sensitivity* trait makes its initial saving throw with disadvantage.

A blinded creature can repeat this saving throw at the end of each of its turns, ending the effect on a success.

HEROIC WILL

Prerequisites: 5th level

Whenever you are forced to make an Intelligence, Wisdom, or Charisma saving throw you can expend an Exploit Die, roll it, and add the result to your saving throw. You can do so after you roll the d20, but before you know if you succeed or fail.

MARTIAL FOCUS

Prerequisites: 5th level

As part of a weapon attack you can expend an Exploit Die to grant yourself advantage on your attack roll. You can use this Exploit after you roll, but before you know if you hit or miss.

REDIRECT

Prerequisites: 5th level

When a creature you can see misses you with a melee attack, you can use your reaction to expend an Exploit Die and force it to attack another creature of your choice within range of its attack. If the redirected attack hits its new target, it deals additional damage equal to one roll of your Exploit Die.

RINGING STRIKE

Prerequisites: 5th level, Strength of 13

When you hit a creature with a melee weapon attack, you can expend an Exploit Die to send it reeling. It must succeed on a Wisdom saving throw or it must subtract 1d4 from all ability checks, attack rolls, and saving throws it makes for 1 minute.

A creature can repeat this saving throw at the end of each of its turns, ending the effect on a success.

TAKE COVER

Prerequisites: 5th level

When you are targeted by a ranged attack or forced to make a Dexterity saving throw you can use your reaction to expend an Exploit Die to instantly fall prone and gain temporary hit points equal to one roll of your Exploit Die.

3RD-DEGREE EXPLOITS

These Exploits are masterful acts of subterfuge and skill, and can only be learned by Rogues of 9th level or higher. Each of these Exploits can only be used once per short or long rest.

BEWILDERING BLOW

Prerequisites: 9th level, Strength or Dexterity of 15

When you hit a creature with a melee weapon attack, you can expend an Exploit Die and strike with extreme force, dealing additional damage equal to two rolls of your Exploit Die and forcing it to make a Wisdom saving throw. On a failed save, it cannot take reactions and must roll a d10 at the start of each of its turns to determine its behavior, using the table below:

d10	Behavior
1	It uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. It does not take an action this turn.
2-5	It does not move or take actions this turn.
6-7	It uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature in its reach, it does nothing this turn.
8-9	It can act and move normally.
10	It lays prone on the ground and takes no further actions or movement this turn.

This effect lasts for 1 minute, but the creature can make a Wisdom saving throw at the end of each of its turns, instantly ending the effects of this Exploit on a successful save.

INCITE VIOLENCE

Prerequisites: 9th level, Intelligence or Charisma of 15

As an action, you can expend an Exploit Die and whisper violent words to a creature that can understand you within 5 feet. It must succeed on a Wisdom saving throw or take psychic damage equal to two rolls of your Exploit Die and instantly use its reaction to make a melee attack against a creature of your choice within its reach. If no other creature is within its reach, the target has disadvantage on the next attack roll it makes before the start of your next turn.

INFLAME GREED

Prerequisites: 9th level, Intelligence or Charisma of 15

As an action, you can expend one Exploit Die and hold out a gem worth at least 50 gp, forcing creatures of your choice within 30 feet that can see the gem to make a Wisdom saving throw. On a failed save, creatures are charmed for 1 minute, until you or an ally harms them, or they cannot see the gem.

Charmed creatures can do nothing but calmly approach you. If they are within 5 feet they stare greedily at the gem.

At the end of each of its turns, a charmed creature can repeat its saving throw, ending this effect on a success.



4TH-DEGREE EXPLOITS

Exploits of this degree are masterful skills that can only be learned by Rogues of 13th level or higher, and each of these Exploits can only be used once per short or long rest.

CLANDESTINE SOURCE

Prerequisites: 13th level, Intelligence or Charisma of 17

While in a settlement of sufficient size, you can expend one Exploit Die and spend 1 hour using the Thieves' Cant found throughout the settlement to track down a significant figure of the criminal underworld to ask questions of.

Should the DM decide that such a figure exists within the settlement, you must approach them alone, and must make a DC 15 Intelligence or Charisma saving throw (your choice) to convince them to grant you an audience. On a failed save, you are reduced to 0 hit points, and your body is left unconscious in an alleyway or gutter somewhere in that settlement.

On a successful save, you have 2 minutes to ask the figure up to five questions. The figure answers each question with one word, such as "yes," "no," "maybe," "never," "irrelevant," or "unclear" (if they do not know the answer). If a one-word answer would be misleading, the figure might instead offer a short phrase as an answer to that question.

Once you use this Exploit in a settlement (successfully or unsuccessfully), you cannot use it there again for 7 full days.

QUICK DRAW

Prerequisites: 13th level, Dexterity of 17

As a bonus action, you can expend one Exploit Die and enter into a heightened state of focus which you must concentrate on as if concentrating on a spell. For 1 minute, or until you lose concentration, you can use your bonus action, including the bonus action you used to use this Exploit, to make two ranged weapon attacks, so long as you have ammunition.

The effects of this Exploit do not stack with *swift quiver*.

5TH-DEGREE EXPLOITS

Exploits of the 5th-degree are devious feats that can only be learned by Rogues of 17th level or higher, and each Exploit of this level can only be used once per short or long rest.

CONTINGENCY PLAN

Prerequisites: 17th level, Intelligence of 19

At the end of a long rest, you can expend one of your Exploit Dice to put an undisclosed contingency plan into place. Until you activate this Exploit again you cannot regain this Exploit Die. You can only have one contingency plan at a time.

As an action, you can reveal your previously undisclosed plan (which you make up at the time of its reveal) and make a DC 20 Intelligence check. You may add a skill the DM deems appropriate to your plan. On a success, your secret plans and preparations take effect perfectly as you described them.

For example, you may reveal that you secretly purchased the perfect spell scroll last time you were in a town, or that you paid a mercenary band or airship to come to your rescue at this exact time. The nature and scope of your plans is up to you and the DM, and should fit the tone of your game.

ROGUSH FEATS

The Feats listed here allow others to share in the abilities of the Alternate Rogue class. If your game uses Feats, these can be selected in place of the Ability Score Improvement feature:

ALTERNATE DUNGEON DELVER

Updated Dungeon Delver Feat

You are as skilled as one can be at exploring dungeons and disarming deadly traps. You gain the benefits listed below:

- You gain proficiency in your choice of either Perception, Investigation, or thieves' tools. Moreover, when you make an ability check using any of these proficiencies, you can treat a roll of 7 or lower on the d20 as an 8.
- You have advantage on saving throws to avoid or resist traps and are resistant to the damage dealt by traps.
- Traveling at a fast pace in a dungeon does not impose the normal penalty on your passive Investigation and Perception scores.



ALTERNATE SKULKER

Updated Skulker Feat

Prerequisites: Dexterity 13 or higher

You are an expert at slinking through shadows and staying hidden. You gain the benefits listed below:

- When you are lightly obscured, you can take the Hide action as a bonus action on your turn.
- If you are hidden from a creature and miss with a ranged attack you don't reveal your position.
- Dim light doesn't impose disadvantage on your ability checks that rely on your sense of sight.

DEVIOUS TRAINING

You have studied dastardly techniques to perform Devious Exploits. You gain the following benefits:

- You learn two 1st-degree Devious Exploits of your choice from those available to the Alternate Rogue. If an Exploit requires the target to make a saving throw to resist it, the DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).
- Each time you gain a level, you can replace one Exploit with another 1st-degree Devious Exploit of your choice.
- You gain two d4 Exploit Dice for your Exploits. An Exploit Die is expended when used. You regain all Exploit Dice when you finish a short or long rest.
- If you have Exploit Dice from another source, you only gain one Exploit Die equal to your other Exploit Dice.

ROGUSH INITIATE

You have spent time honing talents associated with the criminal underworld. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You learn to speak, read, write, and decode Thieves' Cant.
- Choose one of the following actions: Dash, Hide, or Use an Object, and you can use that Action as a bonus action.

You can choose this Feat multiple times. Each time you do you must pick a different action from the list above, and you learn to speak, read, and write one language of your choice.

ADDITIONAL ARCHETYPES

At 3rd level, the Rogue gains the Roguish Archetype feature. The following Roguish Archetypes are available to Rogues, along with those presented with the base Alternate Rogue:

Avenger	Gambler	Seeker
Bloodknife	Ruffian	Skinchanger
Daredevil	Saboteur	Surgeon

AVENGER

Most adventurers who serve the gods do so openly as priests, Clerics, and Paladins. However, some dark and ruthless gods bestow divine power upon Avengers. These zealous servants work tirelessly to impose the will of their god upon the world and resort to whatever means they deem necessary to fulfill their goal. Operating from the shadows, Avengers are driven by faith alone, and they answer to no mortal creature.



ANOINTED MAGIC

3rd-level Avenger Archetype feature

Because of your fervent devotion to your god you have gained the ability to channel their Divine Favor to cast holy spells:

Divine Favor. The blessings of your god are represented by a pool of Divine Favor. The Anointed Magic table on the next page shows how much Divine Favor you have to cast Avenger spells of 1st-level and higher. To cast a spell, you must expend Divine Favor equal to the spell's level, and you regain all your expended Divine Favor when you finish a short or long rest.

Divine Limit. Your Rogue level limits the amount of Divine Favor that you can channel at one time. This limit is reflected in the Divine Limit column of the Anointed Magic Table.

Spells Known of 1st-Level and Higher. You learn two 1st-level spells of your choice from the Avenger spell list on the next page. The Spells Known column of the Anointed Magic table shows when you learn more Avenger spells of 1st-level or higher. Spells you learn must be of a level equal to, or lower than, the Divine Limit for your Rogue level.

Whenever you gain a level, you can choose one Avenger spell you know and replace it with another Avenger spell of your choice of a level equal to your Divine Limit or lower.

Spellcasting Ability. Charisma is your spellcasting ability for your Avenger spells, so you use your Charisma whenever a spell refers to your spellcasting ability, when you set a spell saving throw DC, or when you make a spell attack roll.

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

Spell attack modifier = your proficiency bonus
+ your Charisma modifier



CHANNEL DIVINITY

3rd-level Avenger Archetype feature

You can draw upon the divine power of your god to produce miraculous effects. You know two Channel Divinity effects, both are listed below. When you Channel Divinity, you choose which option to use. You must then finish a short or long rest before you can use either Channel Divinity option again.

CHANNEL DIVINITY: DIVINE AWARENESS

As a bonus action, you can grasp a holy symbol of your god and open your senses to the presence of both powerful good and sinister evil. For 1 minute, you know the exact location and creature type of any celestial, fiend, or undead within 60 feet that is not shielded from divination magic.

CHANNEL DIVINITY: VOW OF ENMITY

As a bonus action, you can hold aloft a holy symbol of your god and utter a vow of enmity against one creature that you can see within 10 feet. For 1 minute, or until that creature is slain, you have advantage on all attack rolls against it.

CONSECRATED BLADE

3rd-level Avenger Archetype feature

Your weapons are blessed by the heavens to smite enemies and blasphemers. Over the course of 1 hour, which can be during a short or long rest, you can touch a melee weapon that you are proficient with and perform a special ritual to Consecrate it to your god and their divine purpose.

This Consecrated weapon becomes a holy symbol of your god and can be used as a spellcasting focus for your Avenger spells. You can also add your Sneak Attack bonus to attacks with it even if it does not have the finesse property. However, all other rules of for Sneak Attack bonus still apply.

You can have only one Consecrated weapon at a time.

AVENGING STRIKE

7th-level Avenger Archetype feature

As a bonus action, you can expend 1 Divine Favor to infuse a Consecrated weapon you are holding with divine power. For the next minute, your attacks with that weapon deal radiant damage in place of its normal damage type.

Moreover, your attacks with a Consecrated weapon score a critical hit on a roll of 19-20 on the d20. The critical hit range for your Consecrated weapon increases by 1 again at certain Rogue levels: at 13th level (18-20) and at 17th level (17-20).

DIVINE STEP

13th-level Avenger Archetype feature

Nothing can stand between you and those you have marked for divine justice. As a bonus action, you can expend 2 Divine Favor to instantly teleport to an unoccupied space you can see within 5 feet of a hostile creature. When you appear you can make one weapon attack against it with advantage.

HAND OF THE GODS

17th-level Avenger Archetype feature

You stand among the most loyal and trusted mortal servants of your god. If you roll initiative with no uses of your Channel Divinity remaining you instantly regain one expended use.

Also, whenever you reduce a creature marked by Vow of Enmity to 0 hit points, you can either mark another creature within range, or regain expended Divine Favor equal to your Charisma modifier (minimum of 1 Divine Favor).

ANOINTED MAGIC

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

AVENGER SPELL LIST

Here's the list of spells you consult when learning an Avenger spell. It is organized by spell level, not by character level. The spells below are from the *Player's Handbook*, *Xanathar's Guide to Everything**, and *Tasha's Cauldron of Everything***.

1ST-LEVEL

bane
bless
*cause fear**
charm person
command
compelled duel
comprehend languages
divine favor
expeditious retreat
guiding bolt
heroism
inflict wounds
sanctuary
searing smite
shield of faith
thunderous smite
unseen servant
wrathful smite

invisibility
*mind spike**
misty step
*shadow blade**
silence
suggestion
zone of truth

3RD-LEVEL

bestow curse
blinding smite
clairvoyance
daylight
*enemies abound**
fear
speak with dead
*spirit shroud***
vampiric touch

4TH-LEVEL

banishment
blight
death ward
divination
locate creature
staggering smite

2ND-LEVEL

aid
augury
blindness/deafness
branding smite
darkness





BLOODKNIFE

The Infernal Legions have many soldiers, but none are more deadly than those known as Bloodknives. The elite warriors of Hell's armies, Bloodknives enhance their significant skills with infernal blood magic. By sacrificing their own vitality, they gain access to sinister abilities beyond the skill of other mortal warriors. Experts at sowing chaos and death among their foes, Bloodknives are dispatched by the Lords of Hell only when an especially powerful foe needs to be dealt with.

BLOODKNIFE EXPLOITS

3rd-level Bloodknife 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	<i>commanding presence, precision strike</i>
5th	<i>crippling strike, martial focus</i>
9th	<i>incite violence</i>

DREAD STRIKE

3rd-level Bloodknife Archetype feature

You can sacrifice your own vitality to empower your attacks with infernal magic. When you hit a creature with a melee weapon attack, you can expend one of your own Hit Dice to empower your attack with the following benefits:

- You do not need advantage on your attack roll to qualify for Sneak Attack. All other Sneak Attack rules still apply.
- You can choose for the attack's damage to be necrotic.
- If the attack reduces a hostile target to 0 hit points, you regain the Hit Die you expended to use this feature, and you gain temporary hit points equal to your Rogue level.

REMINDER: HIT DICE & LONG RESTS

When playing with mechanics that expend Hit Dice remember that you only gain half of your expended Hit Dice back each time you complete a long rest!

FORKED TONGUE

3rd-level Bloodknife Archetype feature

You learn to speak, read, and write either Abyssal or Infernal. Depending on your choice, you gain the benefits below:

Abyssal You gain proficiency in Intimidation. Whenever you make a Charisma (Intimidation) check while speaking Abyssal, you treat a roll of 7 or lower on the d20 as an 8.

Infernal You gain proficiency in Persuasion. When you make a Charisma (Persuasion) check to convince a creature to agree to a bargain, contract, or an agreement of any kind, you can treat a roll of 7 or lower on the d20 as an 8.

HELLISH CURSE

7th-level Bloodknife Archetype feature

You infuse your blade with sinister magic to strike at body and soul. When you hit a creature with a melee attack that adds your Sneak Attack bonus, you can use Cunning Strike to reduce the bonus by 1d6 and force the target to make a Charisma saving throw against your Exploit save DC.

On a failed save, it cannot regain hit points for the next minute. The creature can make a Charisma saving throw at the end of each of its turns, ending this effect on a success.

SIPHON VITALITY

7th-level Bloodknife Archetype feature

You can draw life from the pain you inflict. When you score a critical hit with a weapon attack against a hostile creature or reduce a hostile creature to 0 hit points you can use your reaction to regain one expended Hit Die.

VILE CURSE

13th-level Bloodknife Archetype feature

You can empower your sinister magic with your own vitality. When you use Hellish Curse or Cunning Strike as part of a Dread Strike attack, the target automatically fails the initial saving throw against Hellish Curse or the Exploit you used.

TOUCH OF DEATH

17th-level Bloodknife Archetype feature

You wield infernal magic comparable to the most powerful servants of the Lords of Hell. Each time a creature fails its Charisma saving throw against your Hellish Curse feature it gains one level of exhaustion.





DAREDEVIL

Daredevils are acrobatic Rogues who seek out danger, living for the adrenaline rush of near-death experiences. Daredevils would rather leap across rooftops than walk the streets, and in turn, they develop a knack for avoiding certain death.

DAREDEVIL EXPLOITS

3rd-level Daredevil 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	<i>aerial maneuver, lightstep</i>
5th	<i>dirty hit, trick shot</i>
9th	<i>survey settlement</i>

FLYING STRIKE

3rd-level Daredevil Archetype feature

You use the momentum of your airborne body as a weapon. If you move at least 10 feet through the air and land within 5 feet of a Large or smaller creature, you can use your action to force the target to make a Strength saving throw against your Exploit Save DC. On a failure, it takes bludgeoning damage equal to two rolls of your Exploit Die and falls prone. On a success, it takes half as much damage and remains upright.

If you are hidden from this creature when you force it to make this saving throw, or if an enemy of your target (other than you) is within 5 feet of it and isn't unconscious, you add your Sneak Attack bonus damage to the damage roll.

NIMBLE

3rd-level Daredevil Archetype feature

You gain a climbing speed equal to your walking speed, and you are able to climb difficult and sheer surfaces at half your normal speed without making an ability check.

In addition, you can use your Dexterity score, in place of your Strength, when calculating the distance of your long jump or high jump.

DEATH FROM ABOVE

7th-level Daredevil Archetype feature

You can strike at your foes from unorthodox airborne positions. Whenever you make a weapon attack while you are at least 10 feet off the ground and airborne you have advantage on your attack roll.

You also add your Dexterity modifier to the damage dealt by your Flying Strike.

SLOW FALL

7th-level Daredevil Archetype feature

Your experience falling from great heights has made you an expert at landing without hurting yourself. You can use *aerial maneuver* at-will, without expending an Exploit Die.

When you manage to land on something soft that breaks your fall, like a wagon full of hay or a deep body of water, you take no damage from the fall.

DEFY DEATH

13th-level Daredevil Archetype feature

Your many close brushes with death have made you adept at escaping it. You add your proficiency bonus to death saving throws. When you make a death saving throw and roll above a 20, it has the same effect as if you rolled a 20 on the d20.

MASTERFUL AERIALIST

17th-level Daredevil Archetype feature

You are unparalleled in your ability to maneuver your body. Whenever you make a Dexterity ability check or a Dexterity saving throw and the total result is lower than your Dexterity score, you can use your Dexterity score in place of your roll.

GAMBLER

While all Rogues excel at risky behavior, the life of a Gambler revolves around ever-increasing risk. Gamblers enjoy nothing more than high-stakes situations where they'll put everything on the line. Usually found in dank taverns and gambling dens, these Rogues can't help but gamble any gold or treasure they gain adventuring at a possible chance for more wealth.

GAMBLER EXPLOITS

3rd-level Gambler 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	<i>quick quip, subtle con</i>
5th	<i>soothing speech, trick shot</i>
9th	<i>inflare greed</i>



GAMBLER'S KNACK

3rd-level Gambler Archetype feature

In life's games, sometimes you win, and sometimes you need to improvise. You gain proficiency with improvised weapons, playing cards, and one gaming set of your choice. Whenever you make an ability check that incorporates a gaming set you gain a bonus to your roll equal to one roll of your Exploit Die.

Finally, if you spend at least 1 minute observing or playing a game you aren't familiar with, you can add your proficiency bonus to any ability check related to the game. However, only one game or gaming set can benefit from this feature. Using it to learn a new game causes you to lose previous benefits.

PICK A CARD

3rd-level Gambler Archetype feature

Decks of cards count as improvised weapons for you. When you use them as a weapon, playing cards have the finesse and thrown (30/60) properties, and on hit, your playing cards deal slashing damage equal to 1d4 + your Dexterity modifier.

Once per turn, when you hit with a playing card attack the number rolled on the d4 grants your attack a bonus effect:

Roll	Bonus Effect
1	The target's speed is reduced by a number of feet equal to five times your Dexterity modifier until the start of your next turn.
2	You add your Sneak Attack bonus to this attack even if it doesn't meet the normal requirements.
3	You gain temporary hit points equal to one roll of your Exploit Die.
4	You can choose to switch places in initiative order with the target, starting at the top of the initiative order in the next round of combat.

VARIANT RULE: DECK OF PLAYING CARDS

Instead of using the d4 roll to determine the effect of your Pick a Card feature, you can use a standard deck of playing cards. On hit, draw a random card from the deck and its suit determines the effect: Clubs (1), Diamonds (2), Hearts (3), or Spades (4).

STRANGE LUCK

7th-level Gambler Archetype feature

You are blessed with an entertaining, yet strange, luck. Your weapon attack rolls score a critical hit on a roll of 7 or 20 on the d20, but your weapon attack rolls of 13 or 1 on the d20 are both considered critical failures. Good luck!

QUICKDRAW

13th-level Gambler Archetype feature

You always make the first move. You have advantage on your initiative rolls, and if you make a playing card attack during your first turn, you can choose the effect of Pick a Card.

You also learn the *quick draw* Exploit, but it doesn't count against your total number of Exploits Known. When you use this Exploit it also works for your thrown weapon attacks.

JACKPOT

17th-level Gambler Archetype feature

Your good fortune is another's bad luck. Whenever you roll a 6 on a d6 for one your Sneak Attack bonus dice, you can roll one additional d6 and add the result to your damage roll.

In addition, the damage dealt by your playing card attacks increases to 2d4, and you choose which d4 result you use to determine the effect of Pick a Card for that attack.



RUFFIAN

Not all Rogues rely on cunning and subterfuge to thwart their foes. Ruffians prefer to face enemies directly with devastating blows and their ruthless style of combat. Often employed as hired muscle for thieves' guilds, gangs, and other groups that don't shy away from the use of violence, Ruffian Rogues can be found in any settlement or city where crime holds sway.

RUFFIAN EXPLOITS

3rd-level Ruffian 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	<i>streetwise, sweeping strike</i>
5th	<i>dirty hit, grasp of night</i>
9th	<i>recruit informant</i>

ENFORCER

3rd-level Ruffian Archetype feature

You use brute force not often employed by Rogues in combat. Your unorthodox fighting style grants you the benefits below:

- You gain proficiency with improvised weapons.
- Your unarmed strikes deal bludgeoning damage equal to one roll of your Exploit Die + your Strength modifier.
- You can apply your Sneak Attack bonus to your attacks with improvised weapons, unarmed strikes, and simple melee weapons. All other Sneak Attack rules still apply.
- You can use the bonus action granted by your Cunning Action to attempt a grapple or shove attack.
- You can use your Constitution, instead of Dexterity, to calculate your Armor Class in light and medium armor.

SHAKE DOWN

3rd-level Ruffian Archetype feature

Your work requires skills that you have become particularly reliable in employing. You gain proficiency in Intimidation, and whenever you make a Strength (Athletics), or a Strength (Intimidation) check, you can treat a roll of 7 or lower on the d20 as an 8.

INTIMIDATING BLOW

7th-level Ruffian Archetype feature

Your ruthless style of fighting inspires fear in your enemies. When you hit a creature with a melee attack that adds your Sneak Attack bonus, you can use Cunning Strike to reduce the bonus by 2d6 and force the target of your attack or one creature that can see you within 30 feet to make a Wisdom saving throw against your Exploit save DC. On a failed save, it is frightened of you until the end of your next turn.

NERVES OF STEEL

7th-level Ruffian Archetype feature

Fear is a weapon that only works against cowards and the weak-willed. You gain immunity to the frightened condition.

In addition, you have advantage on any weapon attacks you make against a creature that is currently frightened of you.

CRIMINAL CONNECTIONS

13th-level Ruffian Archetype feature

You have a knack for finding criminal connections in any city. You learn the *Clandestine Source* Exploit, but it doesn't count against your total number of Exploits Known.

DODGE & COUNTER

13th-level Ruffian Archetype feature

You can use your enemies' momentum against them. When a creature that is one size larger than you or smaller misses you with a melee attack, you can use your reaction to force it to make a Dexterity saving throw against your Exploit Save DC. On a failed save, it suffers one of the following effects:

- It falls prone and its speed is 0 for the rest of that turn.
- If you have a free hand, you can automatically grapple it.
- You can make one unarmed strike attack against it.

RUTHLESS STRIKE

17th-level Ruffian Archetype feature

You strike with at those who fear you with ruthless intent. When you add your Sneak Attack bonus to a melee weapon attack against a creature that is frightened of you, you can choose for your attack to become an automatic critical hit.

Once you use this feature you must finish a short or long rest before you can use it again.





SABOTEUR

Some Rogues combine their various skills with an interest in alchemy to produce explosive effects. Known as Saboteurs, these strange alchemists have many specialties; demolition, siege warfare, and entertainment. No matter their focus, they all delight in violent destruction, and due to the rarity of their talents, Saboteurs are invaluable allies and dangerous foes.

SABOTEUR EXPLOITS

3rd-level Saboteur 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	<i>alchemical adept, smoke bomb</i>
5th	<i>alchemical oil, flash bomb</i>
9th	<i>bewildering blow</i>

DESTRUCTIVE STRIKES

3rd-level Saboteur Archetype feature

Your work has given you a knack for identifying structural weak points. When you hit a non-magical structure with a melee weapon attack or damage it with a Devious Exploit or an Explosive, it is considered an automatic critical hit.

Moreover, when you attack a construct, your attacks score a critical hit on an attack roll of 19 or 20 on the d20.

EXPLOSIVES

3rd-level Saboteur Archetype feature

You gain proficiency in alchemist's supplies, along with the knowledge of synthesizing the powerful Explosives below:

Explosives Known You learn to craft two Explosives, a *Hand Bomb* and one other Explosive of your choice from the list of Saboteur Explosives as the end of this Archetype. In order to learn an Explosive you must meet any prerequisites it may have. You can learn an Explosive at the same time you meet its Rogue level prerequisite.

Whenever you would learn a new Devious Exploit you can choose to learn a new Explosive instead.

Crafting Explosives. At the end of each long rest, you can use alchemist's supplies to craft individual Tiny objects that contain one copy of each Saboteur Explosive you know, without expending an Exploit Die. Any Explosives you craft lose their potency and become unusable at the end of your next long rest.

As an action, you can use your alchemist's supplies to craft another copy of a Saboteur Explosive you know by expending the number of Exploit Dice listed in its description.

Using Explosives. A creature can take the Use an Object action to throw one of your Saboteur Explosives at a point it can see within 60 feet of it. It explodes on impact, generating the effects in its description centered on the point of impact.

Explosive save DC. When an Explosive forces a target to make a saving throw, it does so against your Exploit Save DC.

ADVANCED ALCHEMY

7th-level Saboteur Archetype feature

Your increased knowledge and mastery of alchemy allows you to alter the Explosives you make in the following ways:

Appearance. You can alter the outward appearance of an explosive. When they are unlit, creatures must succeed on an Intelligence (Investigation) check against your Exploit Save DC in order to recognize the object as an unlit Explosive.

Color. You alter the color of the Explosive itself, the color of the explosion, and the color of the smoke it produces.

Damage Type. You alter the damage type of any Explosive you craft to deal magical bludgeoning, piercing, fire, thunder, or lightning damage in place of its normal damage type.

QUICK CHEMISTRY

7th-level Saboteur Archetype feature

Your skill allows you to formulate and use your Explosives quickly. You can use a bonus action on your turn to expend Exploit Dice to craft a Saboteur Explosive you know.

You also learn one Saboteur Explosive of your choice.

SABOTAGE

13th-level Saboteur Archetype feature

You are adept at exploiting creatures who are unaware. Any creature that is surprised or has not yet acted during the first round of combat has disadvantage on its initial saving throw against any Saboteur Explosives thrown by you.

In addition, whenever you roll initiative, you can craft a *Hand Bomb* without expending an Exploit Die, or craft one Explosive you know, expending Exploit Dice as normal.

You also learn one Saboteur Explosive of your choice.



HAIR TRIGGER

17th-level Saboteur Archetype feature

You have modified your Explosives so you can detonate them from afar. When you craft an Explosive, you can incorporate a rudimentary arcane remote to trigger the Explosive from afar.

As an action, you can trigger one Explosive that is crafted with a remote trigger, so long as you are within 200 feet of it.

Lastly, you learn a final Saboteur Explosive of your choice.

SABOTEUR EXPLOSIVES

Here is the list of Explosives available for Saboteurs to learn. If a Saboteur Explosive has a prerequisite level, you can learn it at the same time that you meet its prerequisite level.

GLITTERING DUST

Prerequisite: 3rd-level Rogue, Cost: 1 Exploit Die

On impact, reflective particles cover a 20-foot cube, forcing creatures in that area to make a Dexterity saving throw. On a failed save, creatures are covered in these particles, and any attack roll made against them is made with advantage.

A creature can use its action to scrape all these reflective particles off of it, ending the effects of this Explosive.

HAND BOMB

Prerequisite: 3rd-level Rogue, Cost: 1 Exploit Die

On impact, this simple, yet effective explosive detonates and forces targets within 5 feet to make a Dexterity saving throw. They take fire damage equal to your Sneak Attack bonus on a failed save, and half as much fire damage on a success.

SEISMIC CHARGE

Prerequisite: 3rd-level Rogue, Cost: 1 Exploit Die

On impact, this bomb disrupts the earth, forcing creatures within 10 feet to make a Strength saving throw. On a failure, they take thunder damage equal to half your Sneak Attack bonus, and any Large or smaller creatures fall prone. On a success, they take half as much damage and don't fall.

Any non-magical structure crafted from wood, earth, or stone takes the maximum damage from this Explosive.

If the area within this explosion is loose dirt or stone it becomes difficult terrain. A creature can use an action on its turn to clear a 5-foot square of this difficult terrain.

TANGLEROOT

Prerequisite: 3rd-level Rogue, Cost: 1 Exploit Die

On impact, synthetic vines burst forth, and creatures within 5 feet must make a Dexterity saving throw. On a failure, they are restrained by the vines for up to 1 minute. As an action, a restrained creature can make a Strength or Dexterity check (its choice) against your Exploit save DC. On a success, they escape from the effect of the restraining vines.

THUNDER PULSE

Prerequisite: 3rd-level Rogue, Cost: 1 Exploit Die

On impact, a wave of thunderous force bursts forth, audible out to a distance of 300 feet, forcing creatures in a 15-foot cube to make a Constitution saving throw. On a failure, they take thunder damage equal to half your Sneak Attack bonus and are pushed 10 feet away from the point of impact. On a success, they take half as much damage and are not moved.

Any unsecured objects within the area are automatically pushed 10 feet away from the Explosive's point of impact.

ALCHEMICAL WEBBING

Prerequisite: 7th-level Rogue, Cost: 2 Exploit Dice

On impact, sticky alchemical webbing covers a 20-foot cube creating difficult terrain and lightly obscuring the area of the cube. If there aren't any vertical surfaces, walls, or ceilings to support the webbing, it collapses and instantly dissolves.

Any creature that starts its turn in the webbing, or enters the area during its turn must succeed on a Dexterity saving throw or become restrained by the webbing.

As an action, a restrained creature can make a Strength or Dexterity check (its choice) against your Exploit save DC. On a success, it is no longer restrained by the webbing.

The alchemical webbing remains for 1 minute. If it takes any fire damage all the webbing is instantly dissolved.

INCENDIARY BOMB

Prerequisite: 7th-level Rogue, Cost: 2 Exploit Dice

On impact, a ball of fire rushes outward in a 30-foot radius, forcing creatures within the area to make a Dexterity saving throw. Creatures take fire damage equal to your Sneak Attack bonus on a failed save, and half as much on a success.

Moreover, any flammable objects in this area are ignited.

NOXIOUS GAS

Prerequisite: 7th-level Rogue, Cost: 2 Exploit Dice

On impact, a cloud of putrid yellow gas spreads outward in a 20-foot radius sphere. It spreads around corners and heavily obscures the area for 1 minute. Any creature that starts its turn within the cloud must succeed on a Constitution saving throw or spend its turn gagging a reeling from the gas. Any creature that is immune to poison or doesn't need to breathe automatically succeeds on its Constitution saving throw.

GREATER SEISMIC CHARGE

Prerequisite: 13th-level Rogue, Cost: 3 Exploit Dice

On impact, this bomb disrupts the earth, forcing creatures within 30 feet to make a Strength saving throw. On a failure, they take thunder damage equal to your Sneak Attack bonus and any Huge or smaller creatures fall prone. On a success, they take half as much damage and do not fall prone.

Any non-magical structure crafted from wood, earth, or stone takes the maximum damage from this Explosive.

If the area within this explosion is loose dirt or stone it becomes difficult terrain. A creature can use an action on its turn to clear a 5-foot square of this difficult terrain.

VITRIOLIC CHARGE

Prerequisite: 13th-level Rogue, Cost: 3 Exploit Dice

On impact, a wave of acidic chemicals explodes outward in a 30-foot radius forcing any creatures in that area to make a Dexterity saving throw. On a failure, they take acid damage equal to your Sneak Attack bonus, and acid damage equal to half your Sneak Attack bonus at the start of their next turn.

ASTRAL VORTEX

Prerequisite: 17th-level Rogue, Cost: 4 Exploit Dice

On impact, a rift to the Astral Plane opens and creatures within 5 feet must succeed on a Charisma saving throw or be sucked through the rift and remain there for 1 minute. After which, the rift to the Astral Plan disappears.

At the end of each of its turns, any creature that has been banished through the rift to the Astral Plan can repeat this saving throw, returning to its original space on a success.



SEEKER

Many Rogues use their larcenous talents to plunder forgotten temples and dusty tombs, and sometimes they uncover elder magic. Known as Seekers, these arcane explorers are known for collecting ancient secrets and fragments of eldritch power to augment their considerable skills with strange abilities.

RELIC HUNTER

3rd-level Seeker Archetype feature

You have spent many long nights learning about civilizations long forgotten by most mortals. You learn to speak, read, and write two additional languages of your choice. Often, Seekers choose to learn archaic, ancient, or exotic languages.

You also gain proficiency in History, and if you spend at least 10 minutes touching and examining an object, you can ascertain its civilization of origin and its approximate age.

RELIC MAGIC

3rd-level Seeker Archetype feature

You have cobbled together an eclectic assortment of magical objects and trinkets that grant you the following benefits:

Relics. Relics are Tiny objects imbued with strange and ancient magics, and they often resemble the origin or type of magic within them. You have a number of Relics equal to 1 + your Intelligence modifier. When your Intelligence modifier increases, you gain additional Relics of your choice. These may be Relics that you already had in your possession, but had yet to unlock the arcane secrets they contained.

Relic Spells. Each of your Relics is imbued with a single Relic Spell that cannot be changed. A Relic Spell is a cantrip or ritual spell of 2nd-level or lower, from any spell list. While you have a Relic on your person, you can cast the cantrip or the ritual version of the spell imbued within it.

Saving Throws. Your ability to use the magic of Relics is based on your understanding of their ancient workings. If a Relic requires a spellcasting modifier you use Intelligence:

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

Spell attack modifier = your proficiency
bonus + your Intelligence modifier

SEEKER EXPLOITS

3rd-level Seeker 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	<i>modify device, scholarly recall</i>
5th	<i>exposing strike, survey dungeon</i>
9th	<i>forgotten knowledge</i>

ELDER RELICS

7th-level Seeker Archetype feature

In your strange travels and adventures you have unearthed, bartered for, or cobbled together Elder Relics which contain esoteric, eldritch, and even divine powers. You gain an Elder Relic, which contains one of the following spells or abilities:

Channel Divinity. This Elder Relic contains the rites and prayers for a Channel Divinity from a Cleric Divine Domain of your choice. If the Channel Divinity requires a Cleric level or spellcasting modifier, you use your Rogue level and Relic spellcasting modifier. Once you use the Channel Divinity you must finish a short or long rest before you can use it again.

Eldritch Invocation. This Elder Relic contains sinister or forgotten eldritch power. You learn one Eldritch Invocation of your choice from those available to the Warlock class. If the Invocation has a prerequisite Warlock level, you can learn it if your Rogue level meets that level prerequisite.

Greater Ritual. This Elder Relic contains one ritual spell of your choice of 5th-level or lower from any class spell list. Like the other Relic Spells, you can cast this spell as a ritual as long as you have this Elder Relic on your person.

OPTIONAL RULE: ELDER RELICS

Talk to your DM about using Relics that can mimic the effects of [Totems](#), [Talents](#), or [Blood Curses](#)!



EXPERT ARCHAEOLOGIST

7th-level Seeker Archetype feature

Your time in deadly tombs and dungeons has given you an uncanny ability to avoid traps and the other dangers within. You gain the following benefits:

- You have advantage on any saving throw you are forced to make against traps of any kind.
- You can use *modify device* at will, without spending an Exploit Die, so long as you have the correct tools.
- You have advantage on thieves' tools or tinker's tools checks you make to investigate or disarm a trap.

GREATER LORE

13th-level Seeker Archetype feature

You have added many esoteric and forgotten secrets to your collection. You gain three additional Elder Relics of your choice. Or, you can choose to gain two Relics in place of one or more of the Elder Relics you would gain.

Also, when you cast a cantrip from a Relic you can add your Intelligence modifier to the damage roll.

ANCIENT LORE

17th-level Seeker Archetype feature

You understand the magic of the ancient world in a way that few living mortals do. You have advantage on saving throws you make to resist the effects of spells.

Finally, over the course of 1 hour, which can be during a short or long rest, you can perform a special ritual on one of your Relics or Elder Relics, changing its effect out for another possible Relic or Elder Relic effect of your choice.

SKINCHANGER

The ancient magics of Druidic Circles are jealously guarded secrets, only taught to those deemed worthy. Skinchangers are Rogues that have been granted (or have stolen), a portion of this ancient magic, and use this primal power to enhance their other skills. Often found in the service of powerful Fey or Archdruids, Skinchangers take on the shapes of animals to infiltrate places that no other Rogue could possibly go.

SKINCHANGER EXPLOITS

3rd-level Skinchanger 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
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3rd	<i>aerial maneuver, cunning instinct</i>
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5th	<i>crippling strike, improvised skill</i>
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9th	<i>survey settlement</i>
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DRUIDIC SECRETS

3rd-level Skinchanger Archetype feature

You have been taught (or stolen) the secrets of the Druids. You learn to speak, read, and write Druidic, the language of Druids. You can use this language to leave hidden messages. Those who know Druidic always notice such messages, but others must succeed on an Intelligence (Investigation) check against your Exploit save DC to decipher it without magic.

You also count as a Rogue and a Druid for the purposes of attuning to magic items and using spell scrolls.



LIMITED WILD SHAPE

3rd-level Skinchanger Archetype feature

The druidic magic you have acquired allows you to steal the forms of beasts. You start with knowledge of three different Beast Forms of CR 1/4 or lower that do not have a flying or swimming speed. You can learn additional Beast Forms by touching a living Beast within the restrictions for your Rogue level on the Skinchanger Beast Forms table below.

At certain Rogue levels, you are able to learn Beast Forms of a higher CR or Forms with swimming or flying speeds, as indicated in the Skinchanger Beast Forms table below.

As a bonus action, you can magically transform into the shape of one Beast Form you know, following all the rules of Wild Shape found with the Druid in the *Player's Handbook*.

You can stay in Beast Form for up to one hour, at which point you revert to your normal form. You can revert to your normal form earlier if you use a bonus action to do so, if you fall unconscious, if you drop to 0 hit points, or if you die.

Once you use your Wild Shape feature you must finish a short or long rest before you can Wild Shape again.

Finally, you can add your Sneak Attack bonus to natural weapon attacks while you are in Beast Form. However, all other rules of your Sneak Attack feature still apply.

SKINCHANGER BEAST FORMS

Level	Max CR	Limitations	Example
3rd	1/4	No Flying or Swimming Speed	Panther
7th	1/2	No Flying Speed	Reef Shark
13th	1	—	Giant Eagle
17th	2	—	Cave Bear



INSTINCTUAL STRIKES

7th-level Skinchanger Archetype feature

Druidic magic suffuses your Wild Shapes. While you are in Beast Form your attacks count as magical for the purposes of overcoming resistance and immunity to nonmagical attacks.

In addition, you can use Wild Shape to transform into one of your Beast Forms twice between each short or long rest.

BESTIAL PHYSIQUE

13th-level Skinchanger Archetype feature

Your time spent in Beast Shapes has enhanced the abilities of your normal form. When you make an ability check based on your sense of sight, hearing, or smell, you gain a bonus to your roll equal to one roll of your Exploit Die.

Also, your unarmed strikes gain the finesse property and deal slashing damage equal to one roll of your Exploit Die.

DRUIDIC MASTERY

17th-level Skinchanger Archetype feature

You have mastered the primal magic of the Druids. You can remain in your Beast Form transformations indefinitely. Also, when you have no uses of your Wild Shape remaining, you can expend one Exploit Die to use Wild Shape again.

SURGEON

When an adventurer is maimed by a monster or a soldier is wounded in battle, and the luxury of magical healing is not an option, Surgeons step in to fill the void. Using their intimate understanding of anatomy and biology, Surgeons can analyze any ailment, and, when pressed, they can turn their medical knowledge onto their foes, crippling them with precise cuts.

ANATOMICAL STUDIES

3rd-level Surgeon Archetype feature

You have spent years studying the science of medicine in order to improve your surgical skills. You gain proficiency in both Medicine and Nature, and whenever you make a Wisdom (Medicine) check you can add your Intelligence modifier (minimum of +1) to your roll.

Finally, you can use the bonus action granted by your Cunning Action to use a Healer's Kit, make a Wisdom (Medicine) check, or to administer a potion to a creature.

SURGEON EXPLOITS

3rd-level Surgeon 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	<i>arresting strike, first aid</i>
5th	<i>blunt strike, crippling strike</i>
9th	<i>craft greater poison</i>

SURGICAL SKILL

3rd-level Surgeon Archetype feature

You weaponize your knowledge of anatomy to cripple your foes in combat. Your weapon attack rolls against humanoids, beasts, giants, monstrosities, and undead creatures score a critical hit on a roll of 19 or 20 on the d20.

Also, you can use each Surgeon Exploit you know once between short or long rest without spending Exploit Dice.

CULTIVATED IMMUNITY

7th-level Surgeon Archetype feature

Your time as a Surgeon has improved your immune system. Whenever you take acid, necrotic, or poison damage, you can reduce the damage you take by an amount equal to one roll of your Exploit Die + your Intelligence modifier (minimum of 1).

Additionally, you have advantage on saving throws to resist the effects of poisons, diseases, and any other toxins.

SURGICAL STRIKES

13th-level Surgeon Archetype feature

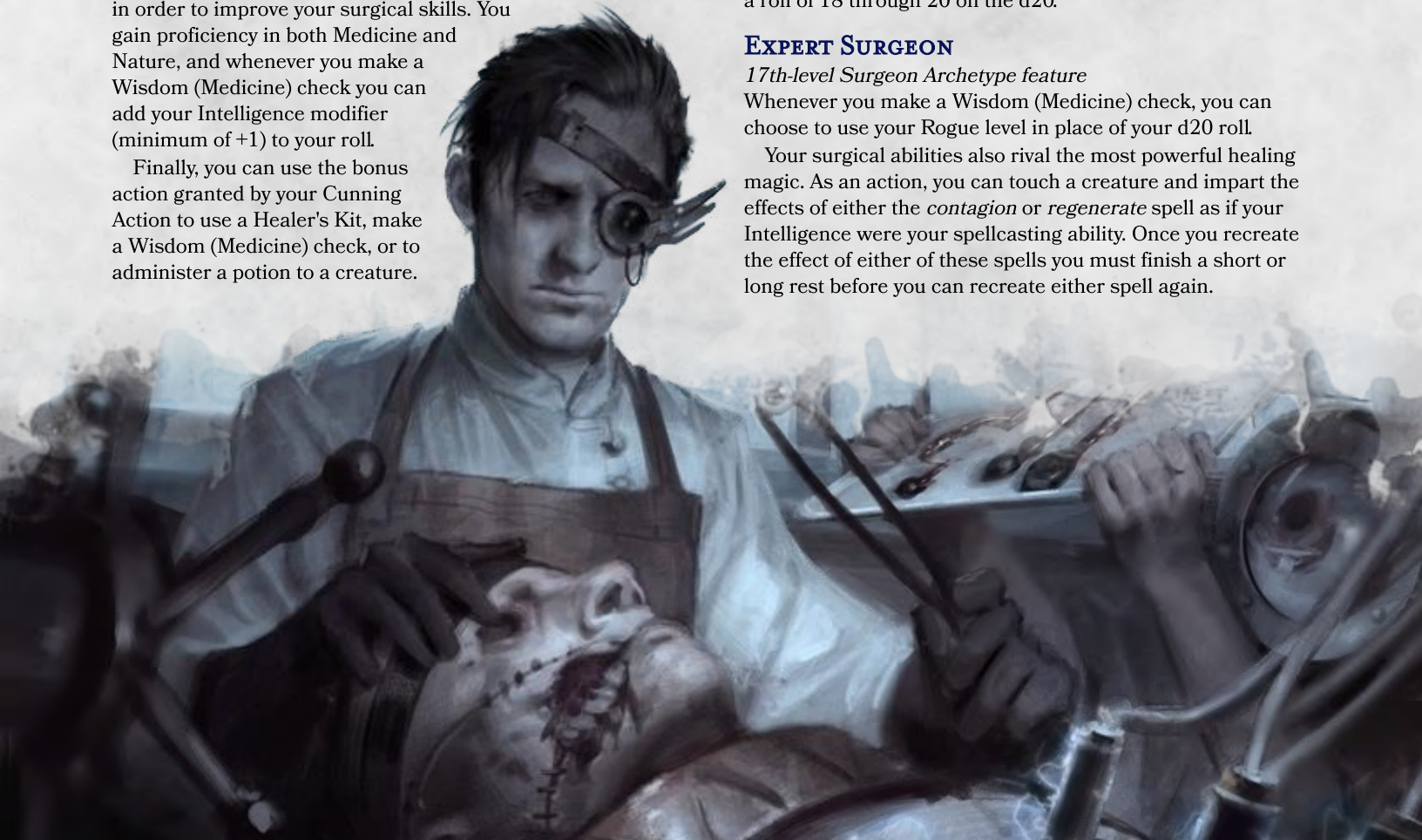
You have learned much about the anatomy of the creatures of the multiverse. Your weapon attack rolls against all creatures except for constructs, oozes, and plants score a critical hit on a roll of 18 through 20 on the d20.

EXPERT SURGEON

17th-level Surgeon Archetype feature

Whenever you make a Wisdom (Medicine) check, you can choose to use your Rogue level in place of your d20 roll.

Your surgical abilities also rival the most powerful healing magic. As an action, you can touch a creature and impart the effects of either the *contagion* or *regenerate* spell as if your Intelligence were your spellcasting ability. Once you recreate the effect of either of these spells you must finish a short or long rest before you can recreate either spell again.





ALTERNATE ROGUE EXPANDED

A multitude of additional options for the Alternate Rogue! Includes Twenty additional Exploits, Three Roguish Feats, and Nine new Roguish Archetypes!

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